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- ANOTHER WORLD
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- POWERMONGER

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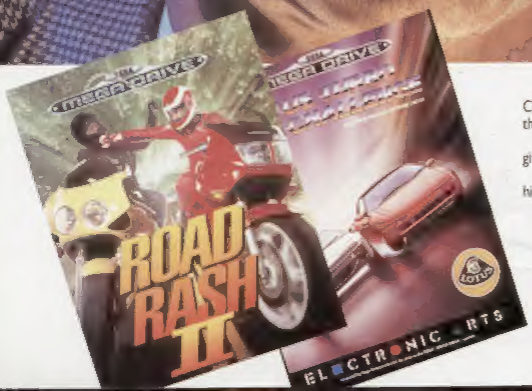

So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.

The bad news is that the old man thinks he has what it takes to give me "a driving lesson".

Leaving him to eat dust on a desert highway, ought to convince him otherwise.

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Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

Happily the rules haven't changed a whole lot.

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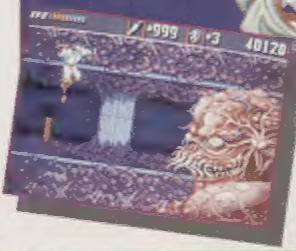

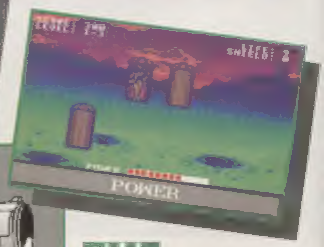

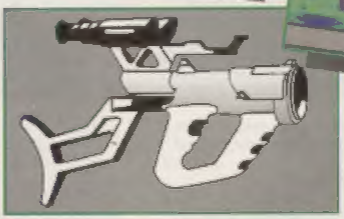

REVENGE OF SHINOBI II

Top-notch ninja action as Joe Mushashi returns once more to do battle with the evil, twisted Neo-Zeed!

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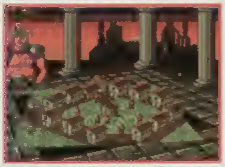
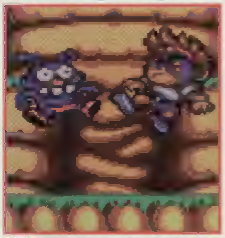
▲ *Oh dear! UniSol reviewed!*

▲ *Recognise this scene? Nor did we!*



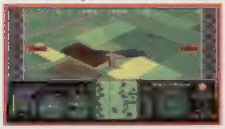
▲ *Powermonger! It's great!*



▲ *Get down with Chiki Boys!*

▲ *Funny cereal boxes abound in our exclusive review of the amazing Megadrive Micro Machines! Are we great or what?*

▲ *Master System Predator 2!*



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Learn about next month's issue by examining page 129! Yes! Yes!

WHODUNNIT

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SPECIAL THANKS TO: MegaTech's Jeff Zie for his design skills and Thomas Giese for the very strange wheezes and whoops he produces when he loses at Street Fighter II.

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EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Otherwise, all of you can enter our fine compos except for Dwayne Minton of West Wormwood and his crazed associates, because we don't like them and they all smell of incontinent old men.

RICH'S FINAL BIT
Well, here we are again — the final bit, so called because it's the final bit of the magazine I get around to writing. Oh, I don't know what to write at all, but at least I do know that I have a mystery console in my (large) drawer waiting to be won. All you have to do is guess what it is. Simple! Just write the name of the mystery gaming utensil down on a postcard and send it off (along with your name and address, of course) to GIMME THAT CONSOLE RICH, NOW! MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Everyone who gets it right will have their entry put in a hat and the first card out of that self-same item of headwear gets the console. Good eh?

EDITORI

MEAN MACHINES '93

Welcome to the first 1993 edition of MEAN MACHINES! For Sega owners, 1993 looks like being an annus spendiferous. The year starts with the release of the amazing Streets of Rage II — perhaps the greatest arcade game available for the Megadrive. This is closely followed by the release of the Sega Mega-CD, an add-on that promises to revolutionise the video games scene. The full details of the initial releases and the bundle pack are printed in the news section.

Later on in the year, we can expect more major league stuff from Sega. I'm really looking forward to the conversion of Street Fighter II: Champion Edition, which promises to be the event of the year!

We should also get our first glimpse of the new 32-bit Sega machine which may make its debut in Japan towards the close of the year. I've heard some interesting stuff about it and it looks like being the greatest video games tool ever produced! The Electronic Arts home entertainment system (I can't really call it a console), the 3DO, is also being released, combining 32-bit technology with built-in CD-ROM technology plus the ability to play audio CDs and Laserdiscs — brilliant! How this potentially amazing machine will compete with the Mega-CD and the new 32-bit Sega console remains to be seen.

As far as MEAN MACHINES is concerned, we'll still be bringing you the ultimate in Sega coverage, bringing you every exclusive that counts! We've started the New Year with the full review of Shinobi III: Return of the Ninja Master, the official follow-up to one of the greatest *Megadrive* games ever — Revenge of Shinobi! Next month we hope to bring you the exclusive review of Super Kick Off, the soccer game you've all been waiting for! Also, look out for the stunning Flashback, US Gold's revolutionary platform game which I've been playing a lot (too much) recently.

Also in 1993, we'll be bringing you the ultimate in cover-mounted gifts! This month, we've pulled out all the stops in bringing you the Complete Review Guide Volume I. Next month we'll have Volume II of this enormous tome strapped to the cover. It's another massive 256 page extravaganza cramming in over 90 more full reviews! And that's only the start of 1993's cover-mount tomfoolery! Look out for some more totally stunning stuff coming soon!

Still, enough of my ranting, see you next month!

RICH LEADBETTER

AL

DOH! CENTRAL

Last month, we reviewed the rather topper Sega release, Streets of Rage II and it was awarded 90%. Well, due to an error in our production system, the incorrect overall percentage was printed. This amazing combat game **should** have got a whopping great 94% instead, so there. Now you know.

A DAY IN THE LIFE OF A JAZZA

Who says a Managing Editor's life is dull? Recently returning from a trip to Paris to see our French sister magazine Consoles Plus, Jazza got stopped in customs for an hour, fortunately only just escaping the rubber rubber glove treatment thanks to being able to get hold of a copy of MEAN MACHINES from the newsstands outside to prove who he was (obviously customs where playing 'Spot the Dubious Character' that night and Jaz presented them with a rather easy target getting off a very costly business class only flight packed with middle-aged businessmen in very expensive suits wearing his 'only been up the road three times' leather jacket, severely ripped jeans and sporting very long hair with newly shaven sides). Doh! Anyway, halfway home, he was mortified to find two horses running loose on the A13/M25 intersection roundabout. He was doubly horrified when they ran off down the sliproad and onto the M25. Being a bit of an animal lover and fearing for their safety, he parked up his car, ran down onto the motorway, actually managed to stop the traffic, caught the terrified horses and kept them calm on the hard shoulder until the police arrived. 'Top work mate' said one of the rozzers! Cor! Anyway, this leads us onto something else. If you have a ripping — and true — story, write in to MEAN MACHINES. Photos to accompany your piece would also be dead helpful and virtually guarantee your name in print. Send your stuff off to: BOY HAVE I GOT NUDES FOR YOU, MEAN MACHINES, PRIORY COURT, 3-32 FARRINGDON LANE, LONDON, EC1R 3AU.

JULIAN "THE SLEEPER" RIGNALL

Jazza's New Year nightmare is an all too common tale of tender teenage passion and British Rail signalling failures. "I was on my way to visit my girlfriend who lived miles away in London. However, what started out a straightforward journey soon became fraught with problems, the wrong sort of wet leaves on the track and such. When I eventually got there I was so tired that I fell asleep by ten o clock. Needless to say it was an ill-fated romance!"

CURRENT FAVE GAMES:STREET FIGHTER CHAMPION EDITION, ROAD RASH II, PGA II

RICH "PIPE AND SLIPPERS" LEADBETTER

Home-loving Rich, is of the firm belief that New Year is a family time, spent sipping low-alcohol sherry and enjoying the Andy Stewart show (??? — Rich). That was until one year... "I foolishly accepted an invite to a party and ended up spending the night there. It was the most awful experience and some people were even drunk too!" moans prince of softies Rich.

CURRENT FAVE GAMES:STREET FIGHTER II CHAMPION EDITION, ROAD RASH II, PGA TOUR GOLF II, STREETS OF RAGE II

LUCY "TOTAL ECLIPSH" HICKMAN

A typical New Year for Lucy is spent rejoicing down the local with a few well-chosen pals. However, it all went horribly wrong one year when, not only was she forced to stay in and babysit her obnoxious little brother, but she was visited by an even more obnoxious bloke she didn't even fancy who got her drunk and coerced her into singing Bonnie Tyler's "Total Eclipse of the Heart". Don't try this one at home Kids. And remember, just say NO to Bonnie Tyler!

CURRENT FAVE GAMES:STREETS OF RAGE 2

OZ "THE BROWN BOTTLE" BROWN

Fun-loving Oz reck-ons that he's never had a bad New Year's celebration, but given Oz's penchant for the 'falling down juice' he hasn't been able to remember any of the last ten. Oz's New Years resolution is to carry on attending his AA meetings.

CURRENT FAVE GAMES:STREET FIGHTER II, VIEWPOINT

ANDY "HOME ALONE" MCVITTIE

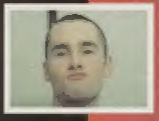
New Year has always been a hard time for our unlucky-in-laffs Prod Ed. "The worst time that springs to mind is the time when I paid over thirty quid for a so-called rave then spent the next four (count 'em) hours in the back of a car, searching for said "rave" which, it turned out, had been raided. Eventually we ended up dancing around in a dank, dark warehouse in Slough whilst the Rozzers drank cups of tea outside. This year I'm guaranteeing myself a good time by staying in to watch Andy Stewart!"

CURRENT FAVE GAMES:MICRO MACHINES, SONIC 2

RADION "GOOD MATE OF SATE" AUTOMATIC

Rad's New Years celebration turned out to be a real nightmare one year. "The combination of the late hour and, perhaps, a little too much Parnagne made us believe that the strange, drunk kid who was unconscious in the upstairs bedroom was in fact Satan himself. Imagine, then, our further horror when we discovered that the carving knife and kebab skewers had been removed from the kitchen!!! None of us felt like sleeping that night and even the hard kids went home early!"

CURRENT FAVE GAMES:VIEWPOINT, SUPER KICK OFF, ECCO, MICRO MACHINES



ANGUS "RULE BRITANNIA" SWAN

Gus' Hogmany hoots turned into an embarrassing spectacle when he first footed a friend with a bottle of whisky. Our Gus was fine, but soon the friend's Dad and his neighbour were regaling the party with dubious tales of British supremacy and the Last Empire. The old duffers got progressively drunk until the pensioner neighbour collapsed 'bloatered' on the doorstep, needing the young 'scamps' to carry him him home and put him to bed, still muttering about Queen, country and the Last Days of the Raj.

CURRENT FAVE GAMES:ECCO THE DOLPHIN, RAMPARTS,

PAUL "GATECRASHIN'" DAVIES

Paul's New Year nightmare was not in fact for him, rather it was because of him! "Me and about 30 mates had been enjoying the odd glass of shandy when someone told us about a party. Not thinking to check first, we just crashed this girl's house – right in the middle of a family gathering!!! Imagine their surprise when 30 crapulous lads barged into the living room. We completely ruined their enjoyment of the Andy Stewart special, I feel so guilty!"

CURRENT FAVE GAMES:THUNDERFORCE IV, VIEWPOINT, GHOULS 'N' GHOSTS

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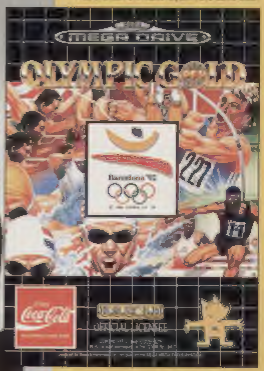

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WE SHOWED 'EM!

Jeez, what an absolute corker! We all knew the Gamesmaster Live! Show, the brain-child of our good selves was going to be a hit but we didn't know it was going to be that big — indubitably the best show of the year if not the century!

More than 74,000 computer and console addicts came out of the woodwork to be with us at the NEC in Birmingham — it was magic to meet you all and we hope we and all the other video games pundits gave you a weekend to remember.

To those sad wusses who missed it here's a quick run down of what was on offer:

Naturally there was us and our sister mags Nintendo Magazine System and CVG meeting the thongs from the dubious safety of our fairground type stands. Sega had a massive shin dig where they showed off their newest games like Ecco the Dolphin and, of course, Sonic 2 and the absolutely fandabidozee Go-Kart circuit which really pulled the crowds.

Electronic Arts were handing out free leather jackets like they were going out of fashion for anyone triumphing in their Road Rash II challenge, US Gold had somehow managed to get Chun Li and Blanka to come along and mingle with the masses — much to Oz's delight, he fell in love immediately (presumably with Chun Li, not Blanka) and much fun was had on Ocean's helterskelter and at Virgin's Quasar show.

PAUL

Well I had to make a comment with MegaTech's overwhelming intelligence and sense of humour. What else can I say? On Saturday after a mind-numbing day's work playing games and that, he ran off with the keys to our room and left us stranded in the corridor with a bunch of sweaty, smelly blokes. Needless to say we were both very pissed off. Tom even fell asleep in the show as well. I made us late for breakfast and pretty much every single one of the bladder-rotting hangovers I've ever had in my excellent though short life. It was a real struggle though and I even managed to meet up with my mate Dominique Barzin (don't mention my weirdest Mom and Pop who'd come all the way down from Somewhere to see me. Smelleh?

RAD

Like Paul I also had the misfortune to be stacked up with another MegaTech stacker, one Mark Holmes. In a weird coincidence Mark had the only key to a room with a bed in it. So I was left to sleep on the floor in the show and I ended up having to wake up four times desperately needing to get to the toilet. Luckily for me I was hooked to start work at every single hour of the day, allowing me to get no sleep whatsoever and be really knackered by the end of the day. All the show itself was great fun, watching the people on the Nintendo stand go through their special 'N-stead' workout every day, pranking around like a bunch of idiots and getting to meet all the people who came over to our stand. And even whupping a couple of their arses at Streetfighter 2. Thanks also to the huge staff for charging us £9.50 for their cheapest meal, a lovely healthy burger and chips, and managing to get away with it. Hopefully we should be able to do it all again next year so I can skive another couple of days off work.

FOREVER ENGLAND

All in all, [illegible] absolute triumph and all you lot had a thumping good time.

LUCY

Having dragged myself out of bed at 5.30am to get to the show early, I'm highly sweet-tempered indeed. Did I reached Earl's Court only to find my pack was [illegible] it was actually 4.30am. Not a good start to the day. Having reached my desk at last, I was overwhelmed with the sheer size and attendance of the thing and promptly hid under the stand and was sick. Relieved, I then ate everything from a pay out to sumo, except oil. After a while, despite my eyes looking like bladder rotting haemorrhoids, I'd grown rather fond of the noise and it was smashing to meet everyone who came up to our stand. How pissed off the weekend workers up face down in someone else's sick having to get up for early stand duty after accidentally snorting my bloody drinking companions's line of anger. I'll get points at the weekend, whipping some cocky kid at Streetfighter 2, enjoying a large piece of warm arm my new drinking companions's age. Roll on next year for more of the same!

GUS

When I arrived on Saturday I didn't know what had hit me! The NEC was packed to the gills with eager games fans, and before I started 'stand duty' I took a gander at what was on offer. I have to say Ocean really got one up with their Jurassic Park display. It was biggest, even than the mass clay Godzilla/Master Screen, and had most of the rest of the show's games on throughout the day. Because the exhibits were just about every company was trying to be the best there, and I think Sega and Virgin tied with the Cool Spot and Aladdin stands. Apart from the attractions there were some games on view that even I hadn't seen! Of course, all the exhibitors 'relaxed' on Saturday night at the show party (which meant hangdog expressions on Sunday morn). But the show got off briskly on the last day, and we all forgot how tired we were until safely on the train. Before that Tom Guise and I had some after hours Go-Karting, in lieu of a couple of T-shirts. It was all as good as it was billed to be.

RICH

I too was shocked up with a MegaTech personage. Paul Glancey (could've been worse I suppose), but at least he grasped the idea that you don't keep the key and instead hand it in to the concierge at the lobby so both people have access to the room (a simple really lads). The show itself was brilliant and there were plenty of punters to teach me a few tricks on Street Fighter II (and I thought I'd seen it all. Signing autographs with Jaz was quite a laugh and actually gave me a chance to meet some of you lot, which turned out to be quite okay actually. The low points included trying to get something to eat when I had no money on me and the bank wouldn't give me any cash! Doh! Also having to do stand duty while Lucy got taken out for drinks with EA was a bit off but at least I got a Lotus T-shirt. That. All in all, a great week end, and I didn't miss Stingray or Have I Got News For You either! Brill on!

OZ

I had a wonderful time at the show and it was really great to meet some of the people who buy the mag. I'd like to say a special "Hi" to Lee and Kerry and Mark would like to say how much he loves Natalie. Just like Rich I liked signing autographs because I've never done it before and it was a weird but wonderful experience. Oh by the way, if Chun Li's still out there, could you please send me your 'phone number? And I would like to apologise to Shadow (out of Shellshock) for not going to see him, but I was a bit busy you see.

TAKING THE PC!

FLOPPY CARTS

Screaming family rows over Megadriving while Eastenders is on the TV may be a thing of the past ... instead you can murder each other over whether it's computer or console night as Amstrad introduce the revolutionary MegaPC

Hitting the streets as we speak, this amazing piece of kit combines a Sega licensed Megadrive with a fully fledged IBM compatible 386SX PC ... all in one neat little unit.

It's total stats so far include a Mega CD compatible converter, a free joypad, built in stereo speakers, a dual sync colour monitor with VGA graphics and Ad Lib soundboard which automatically switches over to Megadrive graphics, sound mode when needed.

The way it switches from one mode to another is rather neat. Both PC and Megadrive slots are at the front of the machine and to get from one to another all you do is move the sliding door.

The PC is always active, you can be ploughing through some amazingly complicated techie stuff, slide over to Megadrive and give Sonic a good bash and return to exactly where you left off on the PC side when you're done ... good eh?

We had a butchers and a veritable play about on this new device and all in all it's quite impressive, a whole heap better than that Japanese invention the Terradrive which was about as aesthetically pleasing as a slug and apparently bombed in Japan.

Only thing is it's a bit pricey ... £999.99 smackeroonies to be exact ... and you don't even get Sonic with it. However, it's a fairly high quality, high performance PC which, unless you seriously shopped around for a bargain, would alone set you back around £800.

Just remember, although the MegaPC probably won't cost you any more, it certainly won't save you a wad either.

FAMILY AFFAIR

Amstrad is touting it as a cosy family affair but just think of the rows it's going to cause when those serious minded types in the household decide their accounts are more important than Streets of Rage II. Even the company's TV advertising

the machine so dad can do his "business" on the PC then shower

Megadrive game

Amstrad's David Hannah admitted: "It is going to cause some rows.

it, there are already rows when

they

nick the hi-fi as well.

tell

do in

their pants at the prospect of having a floppy disk drive and a cart loading on the same machine, dreading

copy

"It

Sega just wouldn't have agreed to the licence if there was a sniff of a chance of being able to do this."

MEGAPC GOING FREE!!!

Well you

these little beauts. Are we good to you or whaaat?

All you have to do is answer the three utterly simple (nay retarded) questions below, plus the tie-break question, stap the answers down on a postcard and wing them in to I NEED TWO IN ONE TO SATISFY MY NEEDS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

1. How much is the MegaPC being sold for (inclusive of VAT)?
2. Who plays Pauline Fowler in EastEnders?

... Who is the equation for Einstein's theory of Relativity?

TIE BREAK QUESTION (complete the following sentence in no more than 15 words). Two is better than one because.

OFF WITH THE OLD AND ON WITH THE NEW

...g the Megadrive 2.

...hanges will be purely cosmetic with the mechanics remaining ...ctly the same but Sega promise ...

...d before the Mega ... ever ... ...

...ready ...

...s almost ... that the reason for ... ... the two ...achines is the same ... make ... ...

...ilable Sega ... back the ... down ... ...

...ore easily.

The first version of the Mega CD will ... UK shores ... February, with a knockout software bundle to go with it.

It will feature ... versions of ... Sonic, Super Monaco Grand Prix, Golden Axe and ... most, Cobra Command ... which Sega ... to be ... ... a regular shoot 'em up with ... soundtrack. Sir Dixie ...

When the Mega CD hits the shops there will be ... titles to snap up which Sega ... range between ... and just ... Which one which we don't yet know but fret not MEAN MACHINES SEGA will give you all the details before you have to ... up your minds.

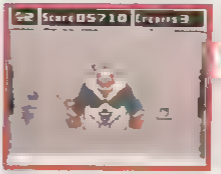
SONIC AID

...ntent with ... Sega mega bucks, Sonic is pulling out his finger to help his poor relations by joining forces with Britain's top hedgehog protection society — Miss Tiggywinkle's.

Unfortunately, our spiky blue friend can't grow to enormous proportions and splatter lorries as a means as sweet revenge, instead he's high-lighting the lowly hedgehog's plight in his new TV campaign.

As a Sega spokesman pointed out: "It's a call for arms to send donations to the National Hedgehog Recovery Hospital.

Critics also suspect the £1 million adspend might help to ... rectly shift a few copies of Sonic 2, which is a nice touch at this commercially focused time of year isn't it?" he added.



SMASH-ING ON GEAR?

By the time you read this Smash TV on the Game Gear should be in the shops. In case you didn't know Smash TV is a completely brilliant arcade game boasting carnage on an awesome scale. The question is — is it any good or a complete pile of ran did cack. The answer probably won't surprise you, but check out next month's MEAN MACHINES just to be on the safe side.

DIZZY! MY HEAD IS SPINNING

We could give you loads of poppy egg jokes to herald the news that Dizzy, the most famous ova in the world has cracked (damn, damn there's one) his way onto the Megadrive but that would be insulting your intelligence and assuming that your brains are scrambled (oh no, there's another). Suffice to say that he has — and we're not yolking (aargh no, we just can't stop — more news when we kill the salmonella which is obviously affecting our writing skills).

SONIC FOR POPE

Hedgehogs have a raw deal. They've a total attraction to motorways, a cunning habit of rolling into balls when danger approaches and to cap it all they're surrounded by hea...d de...ticks all the ...ves.

But Sega's spiky blue fiend can do no wrong. His second Sega outing shot sales through the roof with Sega shifting 750 000 copies on and around Sonic 2sday and shops all over the country selling out. Sega themselves took around £27m that very day and confirmed that Sonic 2 was the fastest-selling video game in history! Good eh?

BE SURE, BE SAFE

To make sure you're going to get a goodly service from our Mail Order advertisers we've decided to help you out by awarding rosettes to reliable advertisers.

These rosettes will be displayed in the mag every month on all the pages of the advertisers who we haven't had a complaint about for the past three months — thus cutting down your worry and cutting back the bad guys.

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DO IT WITH DIGITISER!!

Console mania hits teletext this year when Teletext Ltd take over from Oracle on ITV and Channel 4 and launch their daily games programme Digitiser

January 1 is D-Day for Digitiser and will include review, news/previews and Q & A pages and a heap of compos and tips. At weekends they're even piling in readers' letters and a Console Game of the Week Review. What is the world coming to eh?

All we can say is they must get their dictation sorted out because we're sure their press release headline should read "JAN 1 IS D-DAY!!" rather than "JAN 1 IS D-DAY DOUBLE EXCLAMATION MARK" - whoops-a-daisy

MAC ATTACK

Ronald MacDonald zapping innocent young children into comic book world!? Should we alert the Social Services? Call the Drug Squad? Nooh Let's just slap it on a cart and call it Mick and Mack Global Gladiators Yup, those rock 'ard, ice-cool kids are starring in Virgin's MacDonalds he in, coming soon to a Master System near you

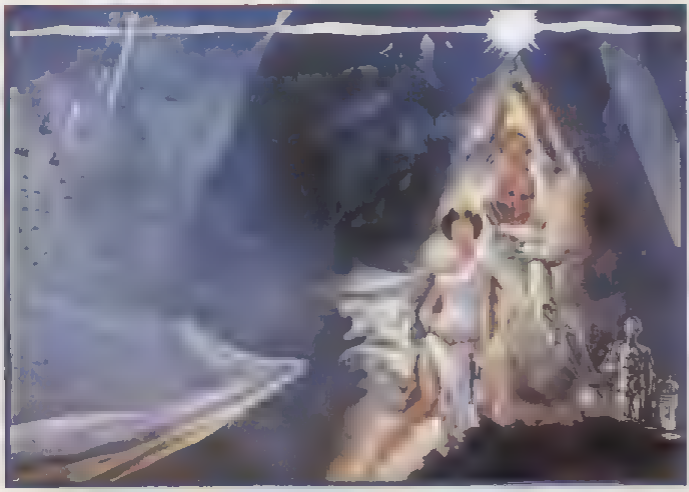
Armed with ghastly goo guns, the young heroes must save the rain forests, dispose of Earth's rubbish, sustain the ozone layer and possibly waste a few slime-balls in the process

As either Mick or Mack, you leap through a host of levels including Slime World, Rain Forest World and Toxi-Town where saving the world is priority numero uno

For more gen stay tuned to future issues of MEAN MACHINES SEGA

GOLD-FISH ON CHIPS

We always thought there was something decidedly fishy about US Gold and now are suspicions are r-eel-y confirmed as those brummies announce the spawning of the brilliant Rebocod on Game Gear and Master System. Our hero James Pond's platform battle against the cunning of Dr Maybe and his robotic sidekicks was one of the best games of it's type on the Megadrive and rumour has it the two 8-bitters will corkers too. Fingers crossed one and all until we can get you an update in a future issue.



SHOOT-ING STARS!

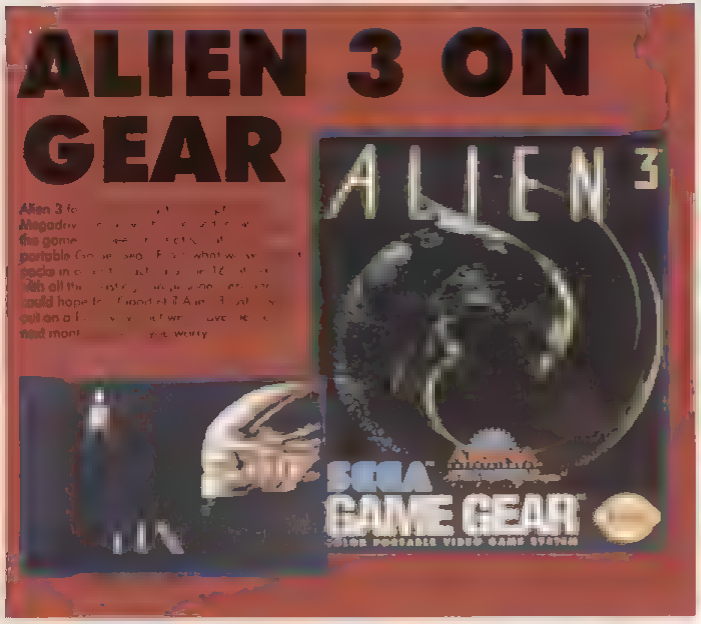
Good versus Evil. Good defeating Evil even if Good's a cripple armed only with an empty water pistol and Evil has 25 armies. The story's as old as the hills and no film's done it more famously than Star Wars.

To celebrate the 15th anniversary of that cult movie, US Gold are transforming the title into a goody Sega game, being released on the Master System, Megadrive and Game Gear in the spring.

Jump into the shoes of Luke to trace his momentous quest from the lowly Tatooine hurdle-hunter to rescuer of princesses, destroyer of Death Stars and saviour of the universe.

A full update beaming in live into a coming issue of MEAN MACHINES SEGA.

ALIEN 3 ON GEAR

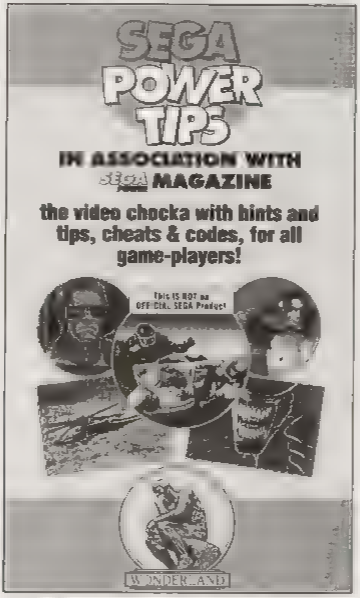


Alien 3 fo... Megadriv... the game... portable Ga... Sega in c... with all th... could hope fo... Alien 3 ... out on a f... next mont...

BOX-ING CLEVER

As revea ed last year in the ha lowed pages of MEAN MACHINES, Accla m are putting together ver sions of George Forema Boxing for al formats. The Game Gear version should be out right now, with a Mas ter System vers on fol owing rather soon. We've managed to get hold of some Megadrive screenshots as well, and should be able to get our hands on the finished game in time for a full rev ew next month. Hurrah!

Beat Sega at their own game.



Video £8.99

WOOLWORTHS

IT'S RIGHT UP YOUR STREET

1 PLAYERS

PRICE:

BY:

RELEASE:

OPTIONS

CONTROLS: JOYPAD
CONTINUES: 3
SKILL LEVELS: 4
INTERMISSIONS: NONE
GAME DIFFICULTY: MEDIUM

FINISHED THREE LEVELS

ORIGIN

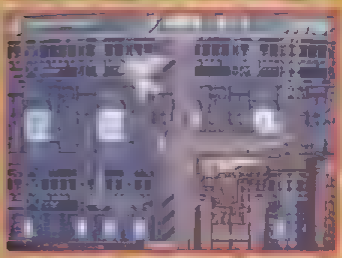
Shinobi was a huge success and spawned a sequel. Revenge of Shinobi is one of the best Shinobi games. This is the sequel.

HOW TO PLAY

Basic Shinobi control as Shinobi is a traditional platform confrontation. Kill or be killed out of anyone in your way. Use fists and swords to kill your enemies, progress and unlock hold goodies.

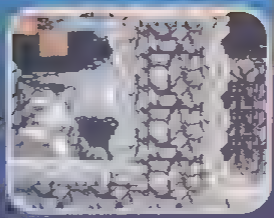
SHINOBI

Mushashi dodges the evil fire breathers



Joe confronts the evil might of a man with a large firearm.

DAYS OF DELIGHT



Joe can also collect a power-up icon which allows him to throw flaming shuriken and use a sword in close combat.

Zeed guards zoom by overhead as the Shinobi master enters the fiery section of the Zeed stronghold.

COMMENT

RICH

Revenge of [illegible] remains one of my favourite Megadrive games ever so it was extremely anxious to get my hands on the sequel. Now I have, I'm in two minds about it. I can see it's a brilliant game that's a lot bigger than Revenge of Shinobi with better graphics but was disappointed by the music. Considering it was done by Yuzo Koshiro, I was expecting something far superior to the tunes that game prefers. In terms of playability, it's a lot better than Revenge of Shinobi, and I really liked all of the new moves Musashi pulls on in his quest to destroy the Zeed. However, I can see that as an overall package it's not quite as strong as the original game which was extremely polished and never short of action. To me, this isn't quite as good. Whilst I can see Shinobi III is a high quality buy, I can't help but recommend the original game over this. For Shinobi fans who really enjoyed the original, I recommend buying this immediately.

DOING THE NINJITSU

Having been an avid fan of the Hot Shoe Show since he was a boy, Joe is quite adept in the sprightly movement department. What's more, he's picked up some smart new skills since the original game. Here's a rundown of some of the finest moves since the Highland Fling.

BOOST

There was a time when Joe would cringe at the very [illegible] face. Those days are gone indeed. Everyone's favourite ninja master can now use walls to propel himself upwards. This means if there are two vertical walls on each side, Joe can bounce between each one and reach the top of the cliff. Sometimes, this trick can save Joe's bacon if he's taking down a chopper.

SWINGING

SOMERSAULT

RUNNING

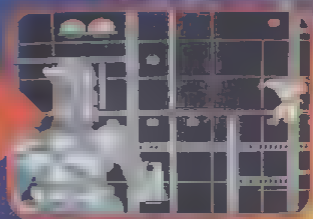
A close-up picture of the man with the large chopper himself: the Shinobi! In the game he's armed with shurikens, a sword and ninja magic!

REVIEW

Mushashi confronts Zeed on the airship level!

COMMENT

SHINOBI TOKU ZEED



GENE CREATURE

Deep in the bowels of the Gene Factory lies a waste product of all the mutated human fodder, the gene creature. This foul beast burrows from its nest of fleshy excretion and proceeds to spew nuggets of meat at the mighty Mushashi before ducking under the waves of sinew and cartilage and reaching out with its horrible claws!

GIANT ROBOT

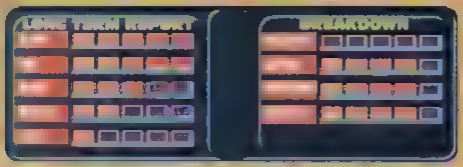
The mighty construct at the end of level seven is perhaps the most terrifying enemy Shinobi has ever faced. Rising out of the darkness, this creature screams and smashes the place around in the most tantrumous of manners. A slap on the botty is what's needed here.

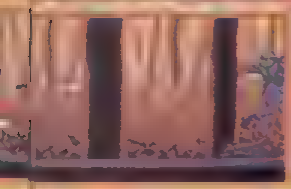
HAIR TODAY

IKAZUCHI

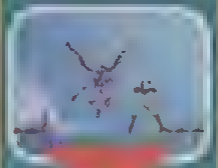
IT

As any Shinobi worth his salt knows, ninja magic is essential for healthy teeth and gums. Fortunately, Joe not only has a fine set of chompers, but he also has some pretty nifty tricks up his sleeve. Let's dip our hands into the Shinobi top hat of tricks and see what we can





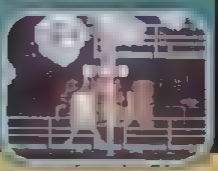
MIJIN



KARIU

FUSHIN

HAKURIU



PRESENTATION

85

△ The usual standard of options and a really nice intro sequence with a bit of storyline to boot.

GRAPHICS

84

△ The sprites are smartly drawn and animated and some of the bosses are massive.
▽ However, some of the backdrops are of a very low quality.

SOUND

87

△ The spot effects are excellent.
▽ Although the music could have been better considering it was written by Tim Follin.

PLAYABILITY

89

△ The controls are easy to handle and the platform action's initially addictive.
▽ The movement's more difficult to perform than in the original and the levels aren't imaginative enough.

LASTABILITY

87

△ The eight levels are quite difficult, especially in hard or hardest mode and the bosses should challenge you for quite some time.
▽ Once completed, there's not a lot to bring you back.

OVERALL

88

Although not as good a package as the original flavour of Shinobi, this game is still a decent platform ninja game, bigger and faster than the real. It's just a shame that more wasn't added to the concept.

MEAN YOB

In they come. Letters from the happy. Letters from the sad. Letters from the poor. And letters from the mad. Emotionally disturbed or sheer genius, they're all read and sorted by YOB, who adds his comments and prints the best of them. If you've got anything to say, have pictures, photos or even large cardboard boxes filled with produce from the rubber cow, send 'em in to: I'M A FAT JABBA WHO MAKES CHEESE IN HIS BELLY ROLLS MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BACK TO THE DRAWING BOARD

Dear YOB
I though I'd let you scan over this game OK, it's only a thumbnail version, but it's just the start You play a snooker ball called Sam One quiet day on the snooker table, the evil cue ruler of the pool world takes all the snooker balls including his brother Black Ball to 'Pool World', a land of fantasy and magic So it's up to Sam to kick ass. Each level has different coloured bases, like yellow = springy platform, so when you jump you have to be careful or else it's smashed Sam There are puzzles like volcanoes and tidal waves. You have to save two reds, a brown, yellow green pink and finally your brother — the black Well I hope you enjoyed that, Could you give us some software company contacts.
Paul Stos, Sadsville, Kent

YOB Yep, that's a game about a load of balls is already a classic game.

A PEELING

Dear YOB
I am writing to complain about the fact that MEAN MACHINES hasn't got many articles on orange peel. I find this most distressing as I am a keen orange peeler, so could you please do some research into the fact that orange peel is treated so badly in modern society Instead of discarding it after usage, perhaps you could sellotape it to the front of the mag, to bring our links with nature closer together, and maybe even boost your monthly sales. Could I also point out the fact that your editor looks like a fresh banana, not to mention your staffers. , but only when they don't wear hats.
Green Peace, W Sussex

YOB You may just peace off

KANGAROO SUCKER

Dear Knob, oops YOB
In issue 24 you destroyed the credibility of the great continent of

Australia would just like to add that I wouldn't visit that poor excuse for a country full of whining poms called England if someone forced me to.
Mr Power Peakhurst, NSW

force a complete ban on video games by law and re instil firm family values in the nation for the sake of our children's futures.
Mrs Margeret Shelley, Arundel

OH DEAR

Dear Sir/Madam
Your magazine is always trying to be cheerful and attractive to children so they might think video games are a good pursuit for a young person to be involved in. The truth is quite different. For many years I have had to give counselling to many young adults who have wasted their lives playing these games. Many give them terrible ideas about violence towards other humans. Even the titles of many are quite unsuitable

Mr Sex Sex in his Sunday best...

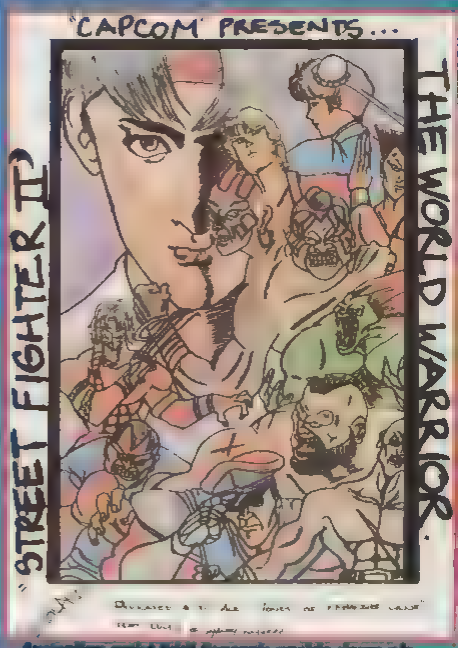
for shop shelves. The problem is, young people are vulnerable and need to be given advice and guidance (and if necessary discipline). Your magazine offers none of these. I know about this problem from personal experience: my own son being lost to games like these for some years. I was as concerned for him as I am for anyone addicted to things such as alcohol or drugs. To be frank I believe any addiction to be the work of a strong force not of good but evil. Now he has been re found and can only be thankful. Sadly it seems you don't hold the same views. Happily people who agree with me are organising into a force who will hopefully

RUBBISH!

Dear Mean YOB
I am the proud owner of a Master System (for once!) and am annoyed about other people saying that my machine is awful rubbish or should stretch to saying crap? These people believe it or not are Megadrive owners. What they don't understand is without the success of the Master System the Megadrive wouldn't have been invented in the first place. Just wait until Game Gear owners start to take the mickey out of the Megadrive! Then us MS owners will get our own back!
What also bugs me is why Megadrive owners take the mickey out of the MS anyway? Why can't they bother some NES owner or something? It's like an ice hockey match where the teams get mixed up and start fighting amongst themselves! I suggest that Mr Sega Europe does something before Sega kills itself.
Aubrey Hesselgren, London

ILL POET

Dear Mean YOB
I am writing to say how skill your mag is and that anybody out there that does not read MEAN MACHINES Sega should have their head twisted around so many times it comes off and when it does they should have an issue of NMS stuck to their nose with Loctite Superglue 3(TM) and be made to play Intelligent



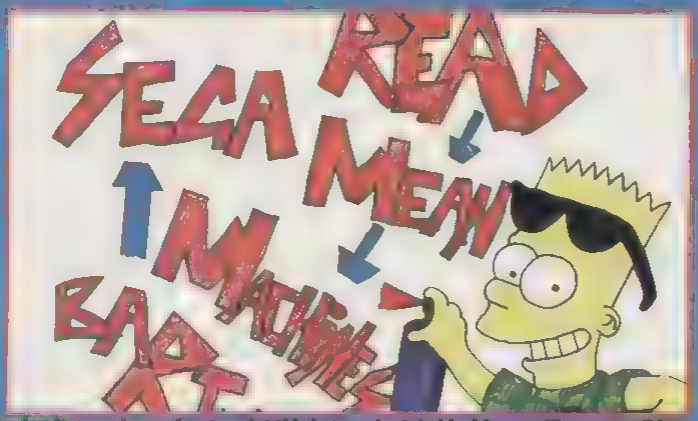
Australian artist Nick Cavero's epistle blows pic.

games for the rest of their lives. And to finish here is my poem,

The people who make MEAN MACHINES are brill
Here they are in order of skill
No 1 Jaz Rignall wow what fun!
No 2 Rich Leadbetter, he's got one shoe
No 3 Oz Brown crap to see
No 4 Andy McVittie smells of
No 5 Radion Automatic and the hand jive
No 6 Angus Swan's off to the John
No 7 Paul Davies oh no! slap! sorry
No 8 Dave Kelsall sugar the dinner's burning
PS Your mag is the best thing since your mag
Anthony Conroy Mitcham Surrey

EASY, EARSY, NOSEY

Dear YOB
First of all I would like to say how wonderful your new look mag is and keep the gifts coming. But the real reason for me writing is to tell you how cheesed off I am with the lack of difficulty in almost every Megadrive game. When we pay forty quid for a game we expect at least some kind of a challenge a game that will last for ages not some crap like Terminator that has only four stages. When will Sega learn that most Megadrive owners are good gamesplayers and are not all novices. I say Sega because the problem mainly lies with their games such as Greendog, Strider, Golden Axe and Taz Mania. The list goes on. It's software companies such as Electronic Arts that seem to be escaping this outrage with excellent games like Road Rash and Desert Strike which have perfect difficulty settings that don't allow completion in the first week. I am sure that many people agree with me. What do you at MEAN MACHINES think?
Zubair Ahmed Newport Gwent



Ian Keegan begged us to print this but we don't hold with grovelling so we didn't.

JIME-E-E-E-E

Dear YOB
I'm really worried about a guy that lives down our street. I used to be quite friendly with him and we would go out for a pint every so often, but then he bought a Megadrive with a game called Altered Beast. At first, I thought nothing of it until one day I remarked on the very long hair he had on the back of his hands. He got really defensive so I dropped the subject a most immediately. However, when I noticed his two front teeth were beginning to protrude from his upper lip, I began to get concerned. We were at Burger King that night, and he really embarrassed me by digging his snout um face right into his milkshake. Anyway, one night a black van with SEGA on the side came to his house, and I never saw him again. I do miss him very much, though. Um... woke up after playing Splatterhouse 2 one night to find both my arms had been ripped off at the stump. Is this covered by my warranty?
Stephen Dukes, Middlesbrough

Near where I live a man was rushed to hospital after suffering a seizure as he played the game. It made front page in the Daily Record. He is thought to be the first person in Britain to be affected by the game.
After my mum read about it she freaked! She said I may only play it for a little while at a time. Why should she be like this? I have had no occurrences whilst playing. Look at the thousands of people that have got Sonic 2 and nothing has happened to them. Is my mum talking rubbish? I will have to go as my mum is shouting to tell me to stop playing Sonic 2 (even though I'm not).
James McAleese, Airdrie, Scotland

THE BAD INFLUENCE VIEWER

Greetings YOB
What's Christian Stevens on about? Bad influence is a pretty good programme.
1. OK, the Sonic cheat was crap but it was the first in the series and the cheats have got better.
2. It's a kid's programme, so kids should review the software.
3. The female presenter, Violet, DID have a clue, and anyway I fancy her, she can play my Sega any day!
4. You call that twonk from Neighbours and Take That celebs?
5. Virtual Reality is an interesting subject, and one day we will all have a VR system in our homes.
6. So, Sonic 2 had already been previewed on the MEAN MACHINES video. But the show did have the bonus stage, which was not previewed on the tape. I'm just saying Bad Influence is a good programme, and one which is better than GamesMaster.
Scott Warren, Ipswich, Suffolk

AAAGGGGH

Dear YOB
May I firstly point out that I do not own a games system of any type. Though I do have access to a Megadrive, which is certainly superior to the C64. I owned once upon a time (Alright, I admit it — I do still have it). It's not therefore in my nature to read magazines such as yours, and I probably never would have but for the article on Desert Strike submitted by Simon Edwards, which was included in your May issue. Simon has been a good friend of mine since our school days, so naturally we share details of our worthwhile achievements. Having read his article, I looked through the rest of the magazine and couldn't help but laugh at some of the letters in your section. Clearly some things never change: the petty arguing between Sega and Nintendo owners took me back a few years. Those far off days, in the playground, a group of C64 owners facing a group of Spectrum owners shouting the merits and demerits of each machine.
Anyway, the point of this letter is to tell every one there is no point. It seems to me a person can't be enjoying their particular machine if they spend all their time criticising everyone else's. You should be able to enjoy your system and allow others to enjoy theirs. Aggression and violence are already far too common in this world, don't make it worse. On saying that, how anyone could ever imagine that a rubber keyed box with no joystick port, bad scrolling and crap sound was as good as a C64 is still beyond my comprehension.
DA Barnett, St Annes, Lancs

DON'T HAVE A FIT

Dear YOB
I am a most deeply concerned reader of your utterly brill mag. As you may have seen in the Sonic 2 instruction booklet, and in some newspapers, the game comes with an epilepsy warning.

A goodly offering from Stu Green

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MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

HIGH SCORES

Pah! You ought to be ashamed of yourselves! Even that hopeless Thomas Guise character can do better than this! If things don't improve soon then you can wave good bye to it all and we shall brag our own scores and no-one else's! Let's be honest, who gives a damn about Dick Tracy anymore? And DJ Boy, who's he? Has nobody heard of Thunderforce IV and Master of Darkness yet or what? Stop poncing about will you and get stuck in. We want something decent for next month or else! By the way, well done Simon Bagnall. If you reckon you're good enough to stand the heat then send your miserable efforts in to I'LL COME AND HAVE A GO 'COS I THINK I'M HARD ENOUGH! HIGH SCORES, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

4,997,810 Completed without continues
Wayne Turner, Chelmsford, Essex

100, Supreme Ruler in 1-P Dual mode
Dan Towes, Gillingham, Kent.

193,881, got to level 8 from level 0, Flat Fan mode
Dan Towes, Gillingham, Kent.

HALF PIPE
52,000
Dan Towes, Gillingham, Kent
DOUBLE HALF PIPE
78,495

Dan and Ross Towes, Gillingham, Kent.
FOOTBAG
463,320. on Earth gravity for 9 mins 26 secs
Dan Towes, Gillingham, Kent.
DOUBLE FOOTBAG
372,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent.
SURFING 9.6 Turbo board
Dan Towes, Gillingham, Kent.
SKATING 9,000
Dan Towes, Gillingham, Kent.
BMX 134,650
Ross Towes, Gillingham, Kent.

179,400
Gareth Jones, Bangor, N Wales

Completed with 12 lives left, none lost.
Daniel Gallop, Epping, Essex..

3,840,900
Daniel Flower, Rochford, Essex.

365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent: YOU SAD

708,610 easy level
Daniel Flower, Rochford, Essex.

13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

1722188, Completed on Very Hard
Karl Barber, Redditch, Worcs.

310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blockhill Consett, Co Durham.

277 A+++ Duel mode using Gilles
Dan Towes, Gillingham, Kent.

987 9 Hard.
Daniel Gallop, Epping, Essex.

3,237,580 last level
Alan Gaust, Birstall, W.Yorks.

1,611,110, completed on easy level
Dan Towes, Gillingham, Kent.

237-0. Rockstas vs Eagles, five minutes each quarter
Alan Gaust, Birstall, W Yorks.

Epoch 6 completed
Gus, MEAN MACHINES.

ORIGINAL
746,900
Daniel Flower Rochford, Essex

1,407,500
Neil Kendall, Birkenhead, Merseyside.

1,254,700, completed on hard mode
Dan Towes, Gillingham, Kent

2,164,100, completed on Normal level
Dan Towes, Gillingham, Kent

Sprinting: 10.55 seconds
Hurdles: 14 26 seconds
Swimming: 1 57 4 minutes
Archery: 147 points
Pole Vault: 6.10 meters
Hammer: 75 75 meters
Gareth Jones, Bangor, N Wales

1,363,070 Hard level
Wayne Turner, Chelmsford, Essex.

876,500, completed with 7 lives left
Dan Towes, Gillingham, Kent.

1,156,800
Daniel Flower, Rochford, Essex.

ROAD RASH
£47,101,750 completed
Daniel Gallop, Epping, Essex.

10,389,600 Completed
Chris Collins, Cheadle, Cheshire.

9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

400-0. Brutal Deluxe vs Renegades (with the photo to prove it!)
Simon Bagnall, Fife, Scotland.

175,000 Nightmare level
Chris Collins, Cheadle, Cheshire.

1,102,750. Blaze on Heroes level
Daniel Gallop, Epping, Essex.

1,144,050
Neil Kendall, Birkenhead, Merseyside.

302,510 completed
Scott Mister, Tranent, East Lothian

1,295, completed with Tee Jam
Dan Towes, Gillingham, Kent.

471,900, completed without using a credit
Dan Towes. Gillingham. Kent.

1,561,400, completed in 42 minutes on Hard level with 4 men left

John T Fawcett, Blockhill Consett, Co Durham.

MASTER SYSTEM

349,600 completed without continues
Tim Mason, Sittingbourne, Kent.

1,750,550, completed
Christopher Clarke, Wigan, Lancs.

81,700 completed
Alex Trubowicz, Ealing.

HALF PIPE
25,697
Jamie Carpenter, Southwell, Notts.
FOOTBAG
58,600
Jamie Carpenter, Southwell, Notts
SURFING
8.0
Jamie Carpenter, Southwell, Notts

Jamie Carpenter, Southwell, Notts.
BMX
76,800
Jamie Carpenter, Southwell, Notts.

543,050 completed
Tim Mason, Sittingbourne, Kent.

Tony Payne, Bedford.

96,530 completed
Abdel Moqee, Birmingham.

527, 700 completed with 6 gems
Michael Cassidy, Dagenham, Essex..

25-2, both teams on division 3
Jamie Carpenter, Southwell, Notts.

18,520
Tim Mason, Sittingbourne, Kent.

4, 317,800 - and only stopped because his tea was ready!
Andy McVinte, MEAN MACHINES.

Paul Haseldine, Stapleford, Notts.

243400 completed with 18 tries left
Liam Rosher, Woodside, London.

Liam Rosher, Woodside, London.

Q+A

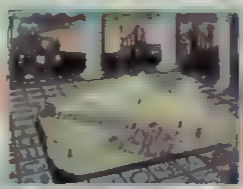
With Saturn being eclipsed by Capricorn and Aquarius moving into Uranus, it's time once again for the great oracle Jazza to open up his big brown sack and check its seminal contents. If you've got any - and we mean any - questions that need answering, write in to: LUCY SAYS I REALLY NEED SOMETHING HOT INSIDE ME BEFORE I GO OUT TO WORK ON THESE COLD MORNINGS Q+A, MEAN MACHINES, PRIORY COURT, 30-31 FARRINGDON LANE, LONDON, EC1R 3AU.

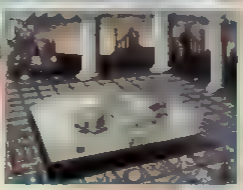
GARY GLITTER

Dear Jaz,
Please help me and probably many other people who are confused over this matter. After wiping my pants five million times when reading your news that Street Fighter II was coming out for the Megadrive. I thought at last Sega can match Nintendo with a huge 16-meg cartridge and prove Nintendo totally gutted. A few days later I walk into a newsagents and pick up an edition of SEGA POWER to have a quick peak. Within its limited news pages I see an article that states that a company called ULTRA are making a device that will allow Super Nintendo games to be played on Megadrives. It was a gadget that, when purchased, slotted somewhere onto your Megadrive making Super NES games playable on a Megadrive. It also said that the company ULTRA only had to sort out legal arguments before the device hit the streets. I thought to myself: "sod this magazine, it's total bull". After all, as if Nintendo would allow that! But I still thought there could be a flicker of truth in it and didn't walk away totally convinced that this news was lies. So please help me and many others to try and sort out this mess once and for all.
Nick Tompsett. Ke[illegible]

[illegible]

MICHAEL STICH





Dear Jazza
Please answer my questions before I make a costly and stupid mistake.
1. I'm going to Hong Kong. Will the Megadrive games work on a UK Megadrive or do I need a convertor? Will the text be in Japanese?
2. Will the Mega-CD in Hong Kong work with the UK Megadrive and will the CD's work?
3. How much do you reckon Street Fighter II, Streets of Rage II and Landstalker cost as they are all 16-meg carts.
4. Is it true that Konami is making games for the Megadrive?
5. What is the best from Mega-Lo-Mania, Populous II or Powermonger and do you have the release dates for them?
6. The best platform game, apart from Sonic II?
7. How much is a Mega-CD and when will it be released over here?
Steve Mitchell

[illegible]

year. Pope[illegible]

JONATHAN ROSS

Dear Jazza,
I am an owner of a Megadrive going insane due to the lack of decent football games available, so I would be very relieved if you could answer my questions
1. In issue 15 you stated that Kick-Off will be released this year. With one month to go until the new year there is still no sign of it. Is it going to be released and when?
2. Is European Club Soccer worth buying whilst I'm waiting?
3. Will the Amiga's Sensible Soccer ever be out for the Megadrive?
4. Are EA going to develop a football game as their other sports simulations are pure class?
Totally insane football fan
Steve Purley, Surrey
JAZ 1. Check out the preview in this ish. 2. Up to you, mate - it's okay, but not great. 3. Yes - next year. 4. Not at present

GORDON BANKS

Dear Jaz,
I have a [illegible] you to answer. As I am [illegible] was wondering [illegible] game is [illegible] Jennifer [illegible] Agassi [illegible] Also where [illegible] out? [illegible] Wales

JAZ [illegible]

DONALD DUCK

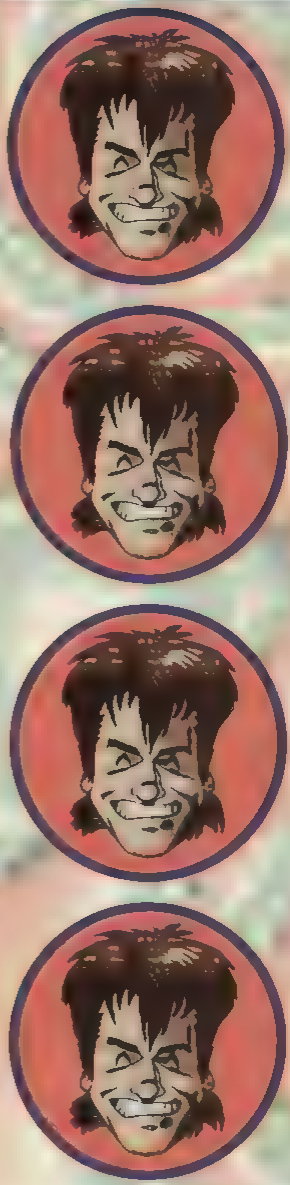
Dear Jaz,
I am writing to you to find out what qualifications I would need to work for a computer magazine. I am thirteen years old and will soon have to decide which options to take at school. I've always liked computers since I was six years old when 'Santa' brought me my first computer. A Spectrum 48K... Yes, the one with the rubber keys
I am serious about a career in computing of some sort and think that working for your magazine would be a good career choice. I can write articles with a sense of humour but still get the point across. I would be very grateful if you could send me a list of the qualifications you need to get a job with MEAN MACHINES. Thank you very much
Aiden Cowell, Leicester

JAZ If you're serious about writing take subjects which involve a lot of written work like English, English literature and history. French is also a very useful subject to take. Really, it's writing skills that are most important

ROGER HUNT

Dear Jaz
Would you please answer me these questions
1. When will Thunderforce IV be officially released?
2. Is Gauntlet any good?
3. With so many people complaining about SEGA games being so easy, why not get a petition going to send to them?
Rob Robinson, Rotherham

JAZ 1. Just after Christmas as far as I know. 2. The screenshots look great, but I won't know about the gameplay until I play the game in Las Vegas next month. 3. Why not indeed, but bags not me organising it.

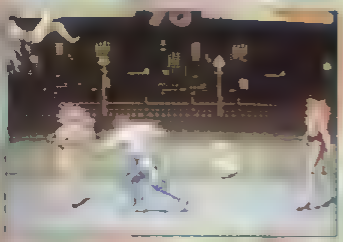


JACKSON POLLOCK

Dear Jazza,
I recently emptied my head and a load of questions fell out and they were shouting "send us to Jazza, send us to Jazza!!". So I liquidised them and poured them onto this piece of paper and sent them to you hoping you'll answer them.
1 The other day I read in an American magazine that Nintendo are working on a 32-bit CD-ROM system for the Super NES which will make the Mega-CD look like a Spectrum Is this true or are they fibbing?
2. Could you also explain what this new 3D chip Nintendo are working on is?
3 I also read the the MEGA CD's rotational hardware is naff compared to the Super NES'. Is this true?
4. When is Power Drift going to be released on the Megadrive or has it been scrapped?
Thanks, cheers and have a merry Christmas
Bob South Wales

JAZ:1. There's a certain amount of spinning going on there. The Super Nintendo CD cer[illegible] appear? [illegible] and will be [illegible] hip that does [illegible] by 4. As far as [illegible] But the game itself is getting a bit long in the tooth.

STUART HALL



Dear Jaz,
I have just been given a Megadrive for my birthday and to my horror it doesn't work properly on my television in my room. The picture jumps, though not straight away, after it is on for about five or ten minutes..it doesn't matter how long the actual Megadrive is turned on for just the television
At first I thought there was something wrong with the Megadrive, so I got a new one from Dixons. Though this made no change to the situation, the picture still continued to jump after the television was on for five minutes I then thought that my television was at fault- Both of my Sega machines work properly, with a crystal clear picture, on the TV downstairs I can't afford to buy a new television set and I certainly don't wish to sell my Megadrive I have tried using different aerials but still no go and I can't play on the television downstairs as my parents are always watching the television I have also tried asking a number of electrical shops but they can't help me I am currently very distressed at this so please, please, please could you advise me in order to solve this problem.
Anyway, when do you think the Mega CD will be officially released and will Final Fight be any good?
Jonathan Colwell Essex.

JAZ:Nothing I can do matey. Your telly's not working and it needs to be fixed. It's as simple as that.

GERMAINE GREER

Dear Jaz,
Please could you answer my questions?
1. Is there going to be a CD for the Master System? My friend said he saw one in a mag
2. If so how much will the games be?
3. Is Pro Wrestling good for the Master System?
4 Is Streets of Rage coming out for the Master System?
5. If so will it be worth buying?
Matthew Pardoe Yardley

JAZ:1/2 Nah. Your friend is lying his pants off. 3. It's okay. 4. Yes - early next year. 5. It'll be just like the Game Gear version, which was very good.

EMMA FREUD

Dear Jaz,
I am the proud owner of a Japanese Megadrive. Well on to the point... After reading a recent letter in Sega Power I found out that Sega were going to put a chip inside games to lock out us Japanese Megadrive owners. If this is true how will we know what games have got them in?
Shaun Brazier. Dorset

JAZ You won't know what games do and what ones don't - you'll either have to test them in the shop, or play it safe by buying Japanese import games

NOBBY STILES

Dear Sir/Madam
If you play on a computer too long people say you become addicted to it Is this true? In some magazines people say some computer games make you violent On Bad Influence they say Street Fighter II is the worst game you can buy for violence. Is this true? If not what game would you say is the most violent? I wrote this letter because I am doing a project on computers and I need to know these answers have you got any free computer magazines or posters etc that would help us with our project?
Richard Lavender, Wednesfield

JAZ Comp[illegible] [illegible] Peop[illegible] [illegible] much [illegible] they [illegible] I get addicted [illegible] Street Fighter II, it is violence as cartoon style like Tom and Jerry. Not real, digitised like [illegible] We don't send out freebies I'm afraid

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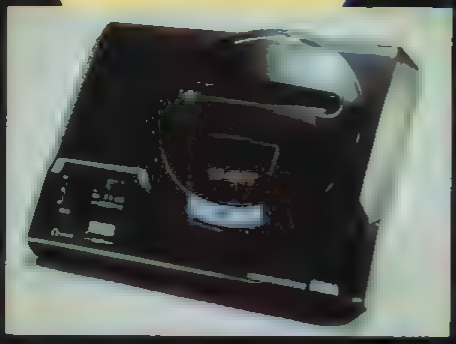


0839 335524

GAMEBOY

0839 335527

TIPS

Right, Chrimble is over, you're probably all bored with your presents, gummy overweight, there's nothing to look forward to now except the prospect of freezing your extremities off for the next three months. Well, screw you all right for having a jolly time while I slaved away putting this scrummy Tips section together for you, you spoilt brats! Anyway, keep those tips/ maps coming in: THIS TIP IS A POTENTIAL DEATHTRAP. MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

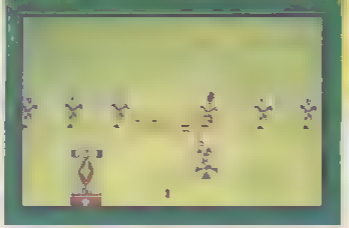
LEMMINGS

If those little critters are giving you serious grief and the only answer seems to be to throw yourself off the nearest cliff don't be such a total DORK. Just hold your breath, stick two fingers up your nose and sing supercalifragilisticexpialidocious backwards - this won't do you any [illegible] but it makes you look like the village idiot. Alternatively, you could always resort to using these passwords. At least they'll see you through to the end of the game. Level 120 and Wear for all 180 levels. Co-er. That's a lotta lotta levels!

	FUN	TRICKY	TAXING	MAYHEM	PRESENT	SUNSOFT
Level 1	LDDTD	YDYD	YFDTD	MWDYD	NZGAW BRGPW	
Level 2	QWKYN	[illegible]	[illegible]	[illegible]	[illegible]	
Level 3	NDDTD	[illegible]	CMDKF	[illegible]	[illegible]	
Level 4	SWKYN	TSJXX	DNKWP	KNKPB DXNCL	FMMFT	
Level 5	FTDVM	TVDXN	VKDSN	PQDPR RXHYJ	GZHBL	
Level 6	KMKBX	[illegible]	[illegible]	BMPR	HHKRK XBNCV	ZQMSX
Level 7	HTDVM	SYDXN	DZDJR	#PDM5	WMHWK	MHHR
Level 8	MMKBX	PMKZG		FWLPB HWKNL	HGNRP KGMQY	
Level 9	VDDTD	LKDWF	$NDHJ	JTDKK	#BGKW	HHGMX
Level 10	ZWKYN	DMKPB		TMKKT GHJBX	[illegible]	
Level 11	XDDTD	PYDMJ	WYDDK	NXDYD WQGGX	NLHZB	
Level 12	CXKYN	LMKPB	XVKKT	GWJXX HYNCL	LCMCV	
Level 13	PTDVM	LPDPR	PSDGS	LYDXN	VYHYJ XLHTK	
Level 14	TMKBX	YFKRK	VLKBX	DQKZG	BDNCV MNMSY	
Level 15	RTDVM	KSDPR		XSDVM QRDPR	ZNHWK	YDHRG
Level 16	WMKBX	GGKRK	YPKBX	JJKRK	RNNTP BHNKC	
Level 17	VHDVD	[illegible]		CLDVD ZJDPR	[illegible]	
Level 18	ZZKZN	[illegible]		DPKKP BNNBC	JBONOM	
Level 19	XHDVD	RRDLK	GWDRF	ZXDLK	WBGLX VZGSW	
Level 20	CBKBP	NFKNC	HSKXP	DSJFX	HKNHL SRMVP	
Level 21	PXDWM	NHDNS	YPDTN	JVDFN	VKHDK TFHSG	
Level 22	TQKCX	SYZFL	TXLQR	BNKHGRDNGV	NLNTC	
Level 23	RXDWM	MLDNS	ZFBLP	JKDCP ZFHZK	ZBHKK	
Level 24	WQKCX	[illegible]	[illegible]	[illegible]	[illegible]	
Level 25	FJDVD	FWDLK	WSCJJ	CYDZT	YNGNW	VBHFC
Level 26	KBKBP	XJKCX		XWKLT ZZNSB	BSNOH CTMRP	
Level 27	HJDVD	[illegible]	[illegible]	[illegible]	[illegible]	PRGMX
Level 28	MBKBP	[illegible]	[illegible]	[illegible]	[illegible]	
Level 29	YXDWM	PMHGN	SXDNB	PBDGS	YLJHK SZNPK	
Level 30	DRKCX	BQKPG		FXKFX XJKBL	PQNBV HGNFD	

JOHN MADDEN 92

To get to the Superbowl with not any fuss at all, enter this code from Dave Shannon of Liverpool: 0ZG54FVH



WRESTLE BALL

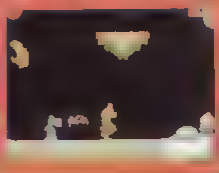
Here's a tip from Marc Anderson of Cleveland that'll help you run rings round the opposition. To get an undefeatable karate team simply type in. KW6EN

HERZOG ZWEI

To cut the cack and zip straight to the very last battle, try this code from David Shannon of Liverpool. LHJKINAFAMA. Oh, and I can read your writing perfectly David with a serious bit of [illegible], 12 pints inside me and a pair of 3D [illegible] so don't worry!

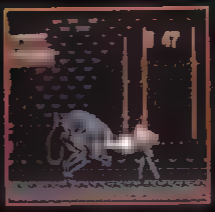
CHUCK ROCK

I've had stacks of cracking t ps in for this crack ng platform game but this one from Windsor McG lvray of Lanarkshire s very good y indeed and we l worth a look
On the title screen when the band is p aying, type in ABRACADABRA using the A B C, RIGHT and DOWN buttons The lead singer smiles Press A B C at the same t me and he smiles aga n now when you start playing press RIGHT and A to move forward one game section or UP and A to move forward one leve



ALIEN 3

For a super smart secret room follow this bonnie wee guide from Jamie Cashmore of Ayrshire, Scotland. At the start of Stage 4, rescue the prisoner on the right then jump through the wall on the left. Keep on pressing left when you jump into the room to fall down and collect weapons. There's two rounds of the gun up for grabs and two rounds of the grenade launcher.



TIGER HELI

James Garside of Dewsbury, West Yorkshire has got a goodun [illegible] but utterly addictive platform romp. O[illegible]ction and pr[illegible]ss the instructi[illegible]. Hold down UP, A and C then press START for a Level Select.

SUPER FANTASY WORLD

[illegible]

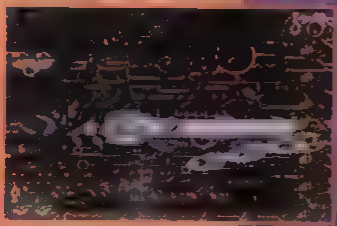
GAIN GROUND

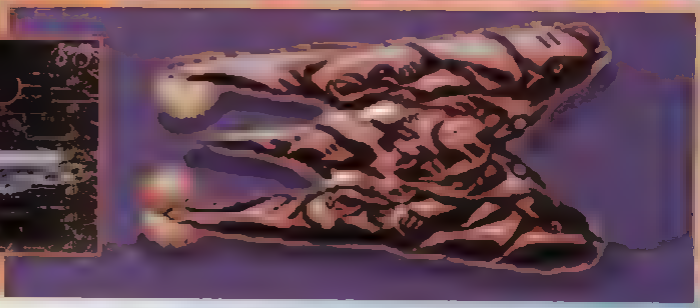
Time[illegible]
Select[illegible]
Devil[illegible]
Wightwor[illegible]
All you do is press A, C, B and C together.

TEAM USA BASKETBALL

Cheers to Gabriel McBeath of Devon who, [illegible] bounces, [illegible] made basket-making kids' stuff (you are the Dream Team).

Round 1:	[illegible]	Quarter Finals:	[illegible]
Round 2:	[illegible]	Semi Finals:	[illegible]
Round 3:	[illegible]	Final:	DT7RB5
Round 4:	B1WRCX	Gold Medal:	CT7RDG
Round 5:	D13RB4		





The Thunder Sword in action!

THUNDER F

Rather than waste your time filling the next three pages with useless information that may as well be lifted from the instruction manual, we've decided to concentrate on the attack patterns of all the end-of-level bosses and how best to cope with them. Let's face it, you all know where the fire button is. It is far more useful to know what to expect from the huge mothers!

DASER

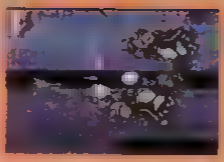
THE LM MECHA-COBRA

Midway through this swirling sandstorm this serpentine droid rises from the dunes and attempts to swipe the Rynex from the air. The swinging tail is it's primary form of attack and is easy to avoid. The thing to watch out for is when the LM fires it's cheek pouches out at your ship. It signals this manoeuvre by illuminating them first. Fly the ship above it then duck in to blast away at the head while the missiles run their course then nip back out of the way again. Keep hammering away and the LM shatters into pieces. Easy!

MINHEAD:FOMALHAUT

Unlikely as it may seem, the way to defeat this ship is to bombard the main-frame at the closest range possible. Ignore the head altogether until all the body has fallen away. Basically it's head is invulnerable until this has occurred anyway. The satellites are also susceptible to damage, though it best to dodge and weave and concentrate on the job in hand. Position the ship slightly beneath the detached head's nose to avoid the missiles.

RUIN



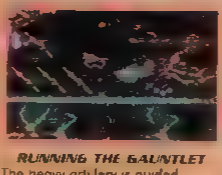
HELL ARM

Take out the claws at the top and bottom of the Hell Arm. This isn't difficult and the missiles it projects are easily avoided by simply moving the ship forwards then backwards to guide them into range. The attack pattern of the ship then alters to a ramming, laser blazing affair, the blasts coming from the smoking remnants of the claws. Keep the ship between the laser blasts and concentrate the fire at the enemy ship's centre. It isn't easy but that's the way to do it!

CLONE-DRONES

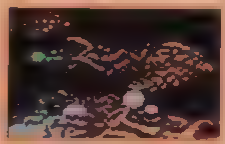
These infuriating death traps are a perilous mystery at first but their secret is that they reproduce when fired at. When you're not too sure when and where they are likely to crop up it is best to avoid using such weapons as the HUNTER and refrain from mindless blasting in general. Get behind them then shoot or else face the sad consequences!

AIR-RAID



RUNNING THE GAUNTLET

The heavy artillery is guided toward the Rynex accurately by homing cross-hairs. Keep an eye out for the utility ship at the bottom of the screen. It carries a shield that is almost indispensable. If the Rynex still has the HUNTER weapon in it's possession then use it! When the fleet of ships makes it's speedy advance from right to left try to position the ship reasonably central because a utility ship carrying a 1-up flies on that course.



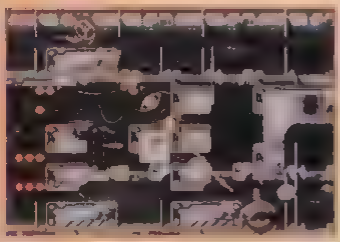
RATT CARRY

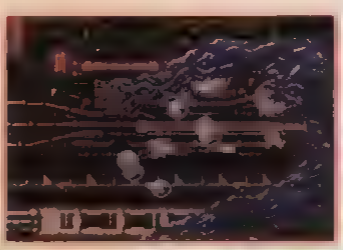
First of all aim for the energy-disc firing turret as the rest of the carrier is invulnerable until this is destroyed. Next take out to missile launcher situated at the rear. Proceed to circle the ship and weave between the bullets to attack the front of the Ratt Carry. Again it's not easy but, believe me, it is the only way!

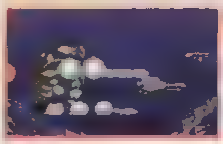
STRIT

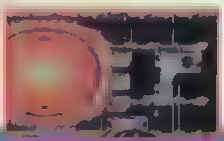
SEGMENTED CARRIER

Switch to the Rynex's back shot, preferably armed with the Rai-







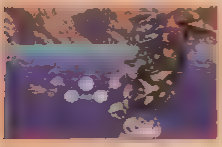


THUNDERFORCE IV

PLAYERS GUIDE

Die! Die, you fool! (phew!)

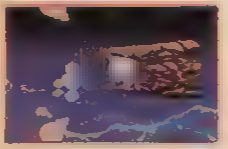
Gun, and manoeuvre the Rynex as close as possible to the Carrier. This way the attacking fighters sail harmlessly overhead. Once the segments are destroyed the Carrier switches to laser sighted attacks. Look out for the red beam then pass through it quickly to draw the Carrier's fire. Stay with the back shot until the Carrier drops into the sea.



BIOMECHANOID DIVER

Surviving the thrashing, fire ball launching tail is the simple part here. All that is required is to move beneath the waves with guns blazing making sure to avoid the tail. The target area is its stomach. Keep the Rynex out of line with the Diver's head to reduce the chances of being taken out by the air blasts from its mouth.

ELECTRO-CORAL

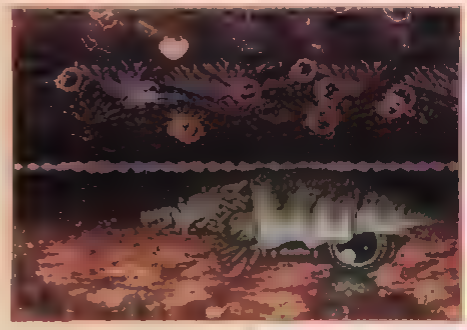


ELECTRO-CORAL

The guardian of the deep is an electrified trident of some strength. It is a tricky character to beat due to its ramming technique and the balls of energy it emits. Try to get as many hits in as possible when the coral is stationary, producing the force-field. Also, be prepared for the boss to ram the Rynex against the left side of the screen. Work on the top and bottom prongs first then prepare for the remaining centre piece to create protective, orbiting globes of energy. The globes circle the guardian in ever increasing circles. It's a simple case of sustaining fire then moving in to take the blighter out!

THUNDERFORCE II REVISITED

Anyone who has played Thunderforce II may remember the boss on level four. He was pretty easy and simple to bully into submission. At the end of the seventh level in Thunderforce IV the Rynex encounters his big brother and he's in a right strop! Beginning the attack, the slug-like monster wallows at the bottom of the screen sending pieces of rock and crustacean flying about to land on the Rynex. After much firing at the head of the beast it rises from its position on a sickening spine and gets very nasty indeed. What this amounts to is a mixture of homing missiles from cannons located at big brother's neck and fire balls a plenty spewing from his mouth. Concentrate on punishing the boss' face. Whatever the odds DON'T fly the ship down to the bottom of the screen because the mother of all gardeners' nightmares comes crashing down if you do.



TIPS

▲ *The Rynex can be very disarming when it wants to....*

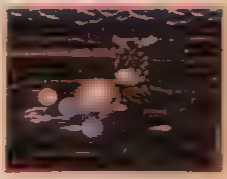
Pest control!

Destroy! Kill! Kill!

A safe place to hide.

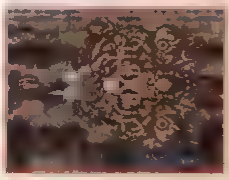
Oh Muvver! Help me!

[illegible] OF THE MITE



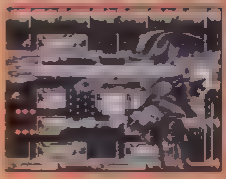
This boss is the first to bring home the realisation that Thunderforce IV isn't a game that gives up too easily. Take out the two spidery type legs that waver from the side of the enclosure at the right of the screen by firing at the pale coloured joint. At this stage a fly-infested whatever-it-is leaps around dispersing its insect chums about the place. Although the flies are harmless in the air, once they land they react with the floor and transform into deadly jets of gas that rise toward the ceiling. The next form of attack that this strange thing employs is a horrifying spinning attack, lasers blazing and flies-a-flying to the floor. Keep the Rynex busy hammering away at the creature's husk but keeping clear to avoid the spinning attack. Sooner or later the boss' insect-like pal flies into view to carry his wounded associate off to safety, the injured party dripping a highly corrosive drool from its mouth. Whatever you choose to do, don't fly the Rynex beneath the pair because the fluid is deadly to the ship. Suddenly the heroic instinct abandons the winged one and he buzzes off leaving the defunct dribbler to self destruct at the bottom of the screen. Hide the Rynex in the smashed enclosure to avoid getting hit by the boss' innards.

HANGER BOSS

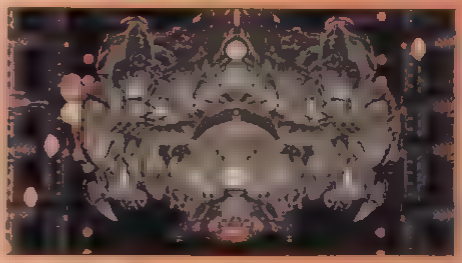


The entire of level nine, a sort of enemy hanger base, is challenge enough but the boss at the end is extremely mean indeed! First of all there is the simple job of picking off the five rear-mounted laser cannons. They fire in sequence from top to bottom so it is easy to time the Rynex's attack. After this the boss takes the Rynex head-on and fires a spray of bullets and homing missiles. Keep the Rynex as central as possible - flying about in a wild panic is sure to end in grief! After this the boss swipes the air with its claws and then fires a sweeping pair of incinerators that concentrate on the whole of the left hand side of the screen. Duck the Rynex beneath the boss to avoid being hit by this. Finally, after the bottom claw is blown to smithereens, keep firing at the boss' "eye" until the topmost claw imitates the previous incinerator attack but this time circling the ship in a clockwise motion. Keep at it! Nip around the ship ahead of the incinerator and the boss meets with its deserved doom.

IT AIN'T OVER TILL IT'S OVER



There are two bosses [illegible] and both of them are complete nightmares! The first is the remnant from the Mothership [illegible] five. This time around the shiny cyber boss man is armed to the hilt with nasty surprises. The most formidable weapon of all is located behind it and takes the form of a monstrous cannon that fires great balls of fire each time the boss ducks to the bottom of the screen. When this happens take the Rynex to the top or bottom of the screen for safety. The missiles and bullets are simple to take care of at this stage, however the homing green laser from the boss' head requires some nifty manoeuvring. Anticipate this particular attack and move towards then away or vice versa to fool the boss into firing at the Rynex's last position. Don't move the ship too quickly or the laser catches up with [illegible] and you can't dodge it. Lo-ol!



THE FINAL BOSS

Deceptively simple at first, this final guardian of the empire is first dealt with by firing at the sides of its hulk avoiding the attempts at crushing the Rynex against the sides of the screen. From then on the going gets nigh on impossible! Pound away at the boss' sides again but prepare for it to fire a circle of blue balls that close in on the Rynex. They are destructible so the way forward and then backward shots to clear a path for the Rynex to exit through and then repeat the routine over and over until it dies. Be warned that this is incredibly difficult even for masters like us. All the effort is rewarded by a fairly classy end sequence with lots of digitised stills and a brief epilogue that ends with "to be continued". Oh no. We can't stand it!

IT'S A TIDAL WAVE OF TITLES!

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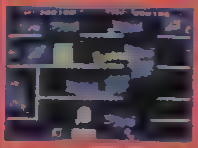
TOYS "R" US

THE VIDEO GAME MEGASTORES



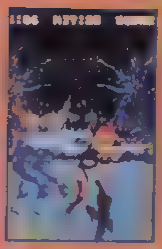
FLICKY

Ninety-nine red balloons go by... as Nena once insisted. Well basically who gives a flying fig when you can have 99 lives — courtesy of Andrew Heywood of Halifax. At the start press B to select the hard level and then press START twice. When you reach the 'Press Start' prompt, keep pressing A until the credits start to increase. Keep doing this until you reach that magical 99.

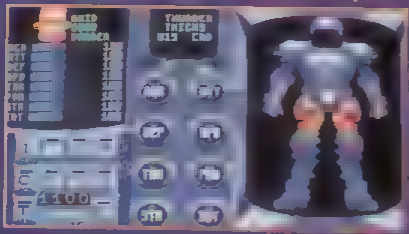
VALIS III

WANI WANI WORLD

SWORD OF SODAN

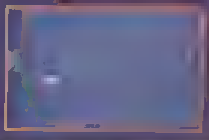


On the High Score table (unless you're so unbelievably crap that you can't get there of course) enter HINANP then use the START button on Joypad 2 during the game to skip levels. Many thanks for that Dave Shannon from Liverpool.



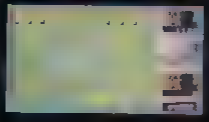
SPEEDBALL 2

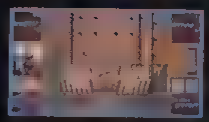
According to Nina Anderson of Cheshire, you get into the [illegible] yo3q Zlu[illegible]gOVC[illegible]Z1 peep.



BURNING FORCE

GAIN GROUND





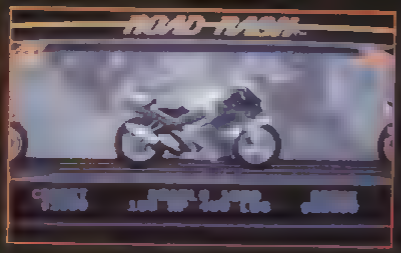
Now for a sizzling hot hint from G. Meany (as in out of the back window of the bus at grannies!). Press START on the title screen so that START/OPTION appears. Press B, A, B, A, A, C, A, A and START. Now whenever you use a continue, you gain 10 lives. Hurrah!

JENNIFER CAPRIATTI TENNIS

Roll up [illegible] to play [illegible] GRAND SLAM [illegible]

ROAD RASH

To rear onto Level 4 with the Diablo 1000 bike and $7783640 just enter this code zoomed in from Andrew Heywood of Halifax: 08038 81541 NQNJK 472FD.



CURSE

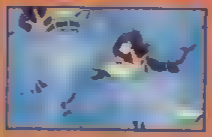
All those in favour of a Level Select just press RESET, hold down A and START and your wish is Andrew Heywood of Halifax's command

ACTION REPLAY CORNER

If you haven't got one of these devices yet you're missing out partly because they're just so damn handy, although you need a little will power to stop yourself cheating all the fun out of your games and partly because this section, kindly sent in by Tim-Ho Lau of North London, is about as much use to you as a choc ice in the desert! Anyway whether you have or you haven't it's tough tarantulas take it away Tim.

CASTLE OF ILLUSION

Infinite Lives FFF32 50003
Infinite Power FFF32 30005
Infinite Shot FFF32 10005



Infinite Lives FF108 70003

WHERE IN TIME IS CARMEN SANDIEGO?

Unlimited Time FFD77 A001E

Infinite Lives FFD3D F0003
FFD3E B0003
FFD45 50003
FFD45 B0003

BONANZA BROS

Infinite Lives (Player 1)
FFC05 50007

FFC05 70007

Infinite Lives (Player 2)
FF6C2 70006

FF6C3 D0006

Unlimited Time
FF086 60009
Infinite Lives
FF090 B0009
Unlimited Ammo for Rifle
FF084 50099
Unlimited Fuel for Flamethrower
FF084 70099
Unlimited Grenades for Grenade Launcher
FF084 90099
Unlimited hand grenades
FF084 B0099

TWO CRUDE DUDES

Infinite Lives (Player 1)
FF46C B0004
Infinite Lives (Player 2)
FF477 B0004
Invulnerability
FF475 70032

Infinite Life Points (Wren)
FFC1B 30050
Infinite Task Points (Wren)
FFC1B 50030
Infinite Life Points (Mieu)
FFC13 30050
Infinite Task Points (Mieu)
FFC13 50030

QUACKSHOT

Start With Seven Lives
0050A C0007
Infinite Lives
00487 26004
Invulnerability
005ED E600C
Unlimited Energy
FF8F9 70008
Infinite Popcorn
00519 26002

Unlimited Credits
FF07E 80003
Infinite Lives (Player 1)
FF088 00003
Infinite Lives (Player 2)
FF092 40003

TIPS

MEGA CD

EARNEST EVANS

For a rather nifty level cheat just walk this way Pause the game and press UP A DOWN B LEFT A, RIGHT B Unpause the game and you start on the next level The beauty of it is, you can use this at whatever stage of the game you're at Good one Marc Anderson from Cleveland

MASTER SYSTEM

BLACK BELT

For a damn handy invincibility do as Dennis Huddleston of Bradford did. Twiddle your thumbs a bit until it say X3 lives Wait till the music turns off and press RESET et voila And to kill that menace Wang just trap him in a corner and punch like it's going out of fashion

GOLVELLIUS

Cheers to Nathaneal Page of High Wycombe, Bucks, for this nifty code, giving you over 500,000 gold with the capacity for nearly 2 million

ZC3Y E4XF 76JQ CU63
AAQ6 CFL5 2Q86 2BG4

Also, if you lose energy, visit Randor. When he replaces your energy, hold a button down. Watch those bars go up — all 47 of them! Leave Randor's cave And go to the back You can repeat this process up to 100 lie potions after which the potions reset to zero And to round off heed this warning don't buy the valley sword — it resets the game

GOLDEN AXE

For a wild and wonderful extra credit, gasp at this little piece of yumminess from Bradford lad, Dennis Huddleston. Press UP, LEFT and Button 1 at the same time when it says Game Over Nuff said

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0891 318 [illegible]	MEGADRIVE CHEATS
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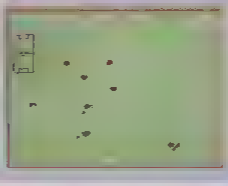
WONDERBOY

Anyone fancy a ...overly Level Se...ect? Well have one on Dennis Hudd...eston of Bradford because he's such a generous type of guy (lend us a tenner then petal). When the head goes up a l you do is press Button 1 twice then Button 2 tw...ce. Press Button 1 and Button 2 together and press UP ... good eh?

SUPER KICK OFF

It's a goooooal! And in International or Division One mode it will be fo... you every time straight from the off if you follow this simple advice fro... Sam Cooke ... what a wonderful world.

Tap the ball forwards one kick then hoof it with Button 2. Run under it and head it and it should go over the keeper's head.



GAME GEAR

PSYCHIC WORLD

Look inte... (no, I said crysta... I see a right roye... ...g tip coming u... ...tube of Cambri... On the f... ...allego-nally Ul... ...and Buttons ... ...ext-ing the... ...d back. C... ...ound and yo... ...ght the lev... ...lower Zen... ...the... ...the!

codes from David Shannon of Liverpool

Level 5 JALF
Level 10 ACAC
Level 15 JCLG
Level 20 AAEE
Level 25 JAPI
Level 30 ACEG
Level 35 JCPK
Level 40 AEAE
Level 45 JELI
Level 50 AGAG
Level 55 JGLK
Level 60 AEEI
Level 65 JEPM
Level 70 AGEK
Level 75 JGPO
Level 80 EAAE
Level 85 NALI
Level 90 ECAG
Level 95 NCLK
Level 100 PCJK

SLIDER

To get you off the slippery slope of failure, try these corking level

OUT RUN

Okay speed freaks slow down and take it easy with this Infinite Lives tip from Kristofer Storey of Bradford. All you do is hold DIAGONAL LEFT and BUTTONS 1 and 2. Keep them pressed while you press START. When you start the game just sit back and you can ...e down and take a nap if you wish without worrying about the time

CLUTCH HITTER

It's that ... Shannon? ... like a bad ... Davey ... ly ... Cu...

Level 1 7G09M
Level 2 NN6E3
Level 3 B4AKC

And because he's a very very nic... man he's given us a fruity guide of how to beat the bosses.

Boss numero uno is a bit of a push over. Just pick up your rock and every time he runs at you throw it at him (about 10 times does the trick). To mangle Nessy go to her head and keep kicking her. After she falls off the screen quickly go and catch your breath. With boss number three go to the far left of the screen and push left. When he tries to suck you up he's stuffed because he can't touch you. Keep jumping next to him kicking and jumping back. It's a long process but it works!

To kill Terry you've got to jump kick him ... hopefully he'll shrink. He doesn't you're in shnook stre... but if does wait for him to advance jump him move right and kick him on the way down. When he's snuffed it prepare for a seriously weepy ending. Snotness ahoy! Bring out the tissues!

CHUCK ROCK

Essex boy (do they have the same morals as Essex girls? (Are you insinuating anything here Lucy? - Rich)), Jon-Marc Overy has very kindly handed over some level codes for this excellento platform game.

POWER

Being High Lord and Master is great, up to a point. You see, there are only so many citizens to be enslaved. There are only so many traitors to be executed, and a limit to the amount of wives that one may behead (without bringing on a modicum of disapproval). When these limits have been reached, restless rulers look for other means of amusement. A foreign campaign, perhaps?

You happen to live in the far and frozen North and it has occurred to you that a holiday home on the Southern shores would be a desirable thing. Being a vicious despot, packing the caravan and setting off doesn't cross your mind. Instead you decide to drag an unwilling army along, bludgeoning every town and village you come across on the way, and generally indulging in some World domination. Only when you reach the beach in the far South (195 countries away), will you settle down for good.

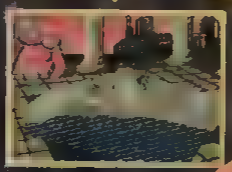
Along the way you have to feed your military entourage, trade with strangers, recruit new followers, and kill, kill, kill. To add a dash of intrigue, you must form alliances with some dubious characters, and indulge in some spying as a little columnist. And you'll probably have to invent 195 new names for those countries.

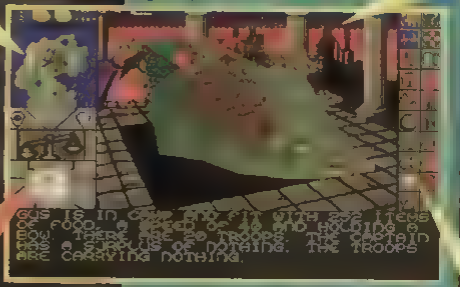
OVERVIEW WINDOW

The overview window displays the whole domain you are currently playing. It shows the settlements as black dots, and major roads as black lines. White dots represent the position of your followers and your captains. This map is used for general orientation, sending your captain, and snapping to any area of map in the main window.

WORLD WINDOWS

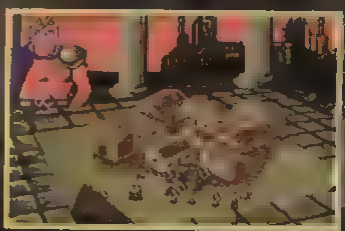
Powermonger is a complex game, operated through five windows. Between them they contain all the play and view options of your Captains. A brief explanation of each might help.




GOS IS IN CHARGE AND HE HAS 195 MEN
OF FOOD. A SPEED OF 16 AND HEADING S
BOW. THERE ARE 20 TROOPS. THE CAPTAIN
HAS A SPECIAL OF NOTHING. THE TROOPS
ARE CARRYING NOTHING.

VIEW CONTROL WINDOW

This window has two purposes, one of which is controlling the view, sensibly enough. A compass shows you the direction you are 'facing' in the main window. By holding the A button and moving the d-pad, you rotate the main window view through 360 degrees. This is useful when one angle is obscured by hills. It is also possible to zoom in on a section of the main window, or zoom out for a larger view of the domain. The other function of the window is to show the symbolic scales. These represent the degree of control you have in this domain. As they tip towards the right you are winning. You must remove all your opponent's grains to achieve total victory in that domain, and move on.



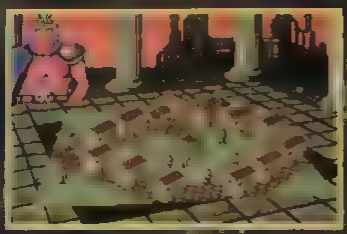
▲ Gos and his band of marauding bastards lay seige to a peaceful village!

REVIEW

MONGER

MAIN WINDOW

The main window displays a small section of the domain in some detail. All map details can be viewed here, including mountains, settlements, people and seasons. This is where the action takes place. You control a cursor which is used to direct men or access information on any domain feature.



▲ *This is a main settlement, with some enemy minions populating it. Exciting eh?*

COMMAND WINDOW

Every action possible in Powermonger is given a unique icon in the command strip. As well as actions, the strip allows you to flip between postures. These affect the manner in which your captain executes commands. This is important, and will be discussed later.

INTRIGUE, MY LORD

Tactics and intrigue play their part in Powermonger. Firstly, recruiting other captains to your cause is essential to success. You may transfer men between captains to be kept in reserve or used in a pincer attack. However, each subsequent captain is further down the chain of command. Orders from you have to be passed down the line by way of carrier pigeon. This takes some time, so you have to account for a delay in orders being executed.

SPY BABY

The plot thickens when one of your captains turns to spying. Spying places your captain in the enemy camp, allowing you to see just how committed his troops are. If he is recruited, they are alerted to the enemy's troop position. If you are discovered — it's a nasty case of the guillotine.

▼ *That's you that is, that's your girlfriend.*

COMMENT

GUS

As I read through the manual first (with Powermonger you HAVE to) I nearly screamed myself. This could be a Megadrive classic! In the event it isn't, but that's not to condemn it. Having just played Sensible's Mega-Lo-Mania, Powermonger seemed slow and a bit cumbersome. Like the early levels of Populous, nothing much seems to happen at first. Of course, there's lots more to the game than that, and unlike Populous you do have complete control. What is lacking sometimes is the information you need to form proper tactics. Text is displayed in a rambling form, when it should be a clear matter of facts and figures. Knowing how large an army you face would also be helpful. I also feel that some of the new ideas, like trade and invention should have been developed at the expense of season effects and different tree types. Bullfrog should have copied Mega-Lo-Mania's line of being symbolic in representing the game's mechanics — not pseudo-realistic. That said, Powermonger is another rare specimen of a console strategy game (a not bad one), and should be treated with kindness just for that.

REVIEW

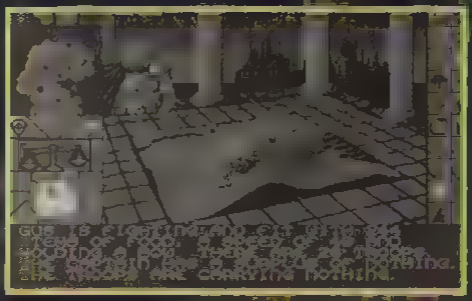
COMMENT

RICH

When I played the Amiga version years ago, I was mightily impressed by the brilliant strategy and fab graphics. Almost two years on, I'm still happy to play the game — especially as it's now on the Megadrive. This version is just as good as the Amiga game, boasting an astounding level of detail and depth of play. My only real gripe about it is that perhaps it's trying to do too much and this leads to a very slow game. Also, as Gus says, necessary facts and figures aren't forthcoming in a readily digestible form, which can be a bit frustrating. Hats off to EA for another decent (and different) game, but if it's the ultimate god game you're after, Mega-Lo-Mania rules supreme!

BAD POSTURING

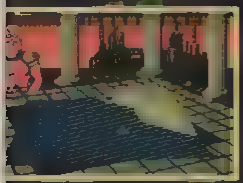
Nice or nasty: it's up to you. The line you take is governed by the three postures on the command bar — symbolised as one to the swords. Your posture affects the way your command is carried out. Attacking a passive posture will save unnecessary lives, but may make decisive. Being aggressive may result in unnecessary slaughter, when it comes to recruiting men or taking food an aggressive capture is much more rigorous, collecting bigger quantities.



▲ *Gus is doing well with his tribe of Ionians.*

THE DESIGN IS READY

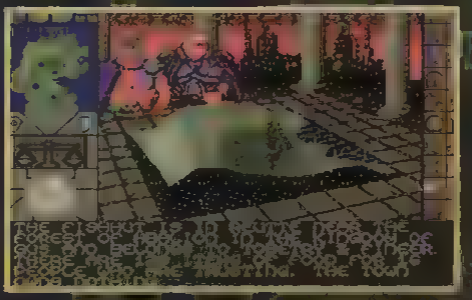
Settlements with workshops are the key to developing your own artifacts. A range of items and weapons, from plough to cannons may be constructed by settlement you have spared. The item produced depends on the location of the settlement — in relation to the raw materials it needs. For example, forest areas produce wooden objects, while settlements in the mountains make mined objects, like pikes and cannons.



▲ *Excitement Central!*

MARCHING ON YOUR STOMACH

Food is the most vital resource you carry. Each settlement has a supply for its own people, and when you conquer it, you may take that supply. The amount of food available depends on the season, shown by the trees and weather. Resources run very low in winter. You could breed resentment by leaving a village to starve. A [illegible] is to leave food in caches in the countryside. These are [illegible] to return in times of need. Killing sheep is another [illegible].



PRESENTATION 80

An excellent manual which is quite logical, and has a very helpful tutorial. Good on-screen presentation, and smooth control system. The options apart from the password screen. A synchronised [illegible]

GRAPHICS 77

A highly impressive mixture of moving and zooming effects on the isometric map. Clear icons and plenty of information. Yeah, the humans in [illegible] and the animation [illegible]

SOUND 50

Very basic sound effects, overlayed by tedious Commodore 64 style tunes. Some of the effects are quite impressive or impressive.

PLAYABILITY 79

A litany of tactical options open to players, a good starting [illegible] — impressive as the beginning, and unnecessarily [illegible] the elements of the game to [illegible]

LASTABILITY 83

A massive challenge with 128 isometric levels, each filled with enemies. [illegible] The sense of [illegible] doesn't [illegible] in time. Not [illegible] doing the same things, only you're [illegible] at them better.

OVERALL 82

Powermonger improves on Populous, but doesn't match Mega-Lo-Mania. It's also rather slower than the average Megadrive game, but [illegible] excellent value for money.

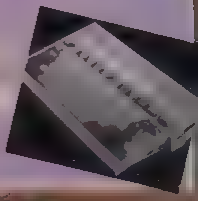
The ACTION ZONE

PLUS...

STREET FIGHTER II

PLUS...

WIN!!!
WIN!!!



ACTION REPLAY

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SONIC 2

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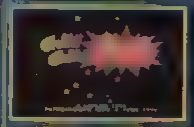

1 PLAYERS

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OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY:MEDIUM
CONTINUES:ONE
SKILL LEVELS:THREE
RESPONSIVENESS:MEGA

Chiki Chiki Boys, also the Mega Twins, is a departure from the usual hack 'n' slash or shoot 'em up theme combined

MUSIC / SFX

MOVE / SHOT

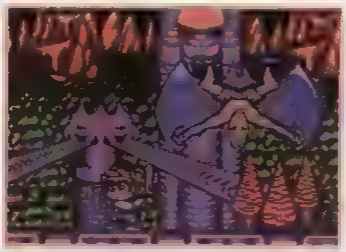
MM SEGA

CHIKI BOYS

"Farewell, the paradise Kingdom of Alulu, for the monsters have taken your soul and crushed it in their mighty grip. The city's all but destroyed, your ships are burned and lying wrecked at the bottom of the sea, and the legendary stone "Dragon Blue Eyes" is lost. This magical gem, source of all peace and tranquility in the realm of Alulu, must be recovered before evil forever makes your world it's home."

That was the message that inspired the Chiki Chiki Boys, better known as the Mega Twins, into action and may prod you into helping them save their dying world.

Guide either boy across the Kingdom of Alulu destroying everything in their path. Collect money to buy better weapons and power-ups to defeat the evil King and save the world in Sega's excellent conversion of the popular Capcom coin-op.



Don't start! I'll get my brother if you do!

Suddenly our hero's attention was drawn by a nasty whiff of stale underpants....

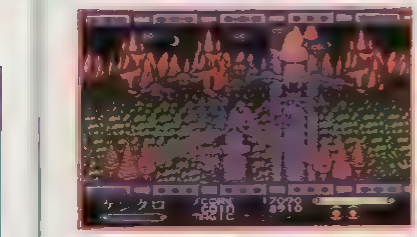
What Level? Where?

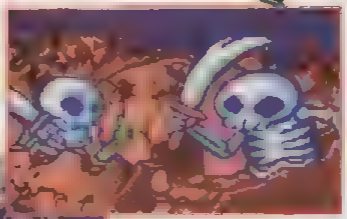
THROUGH THE DRAGON'S EYE

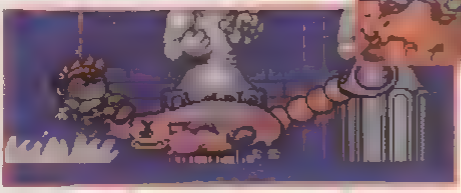
Before the quest begins the player is asked to choose a twin and give him a name. From here on the search for the "Dragon Blue Eyes" ensues across the three main districts of the Alulu kingdom. Only by finding the precious stone is the whereabouts of the evil King's hideout revealed and the quest for peace continued. Take the three districts in any order but the following battle stages are fought through in a set format. By the way, don't expect to get away with playing right the way through on EASY level. Capcom have included a clause whereby you have to play the game on at least the NORMAL level to see the whole game!

REVIEW

CHIKI BOYS







▲ *Damn you Rodney! You knew that I was coming as the skeleton!! You were supposed to be the rabbit, remember!! Tsk!!*

Ooyah!!!

▶ *Look, he's gone all embarrassed. Look, his ears are all red and that. Aww!*

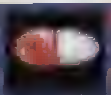
YOU NEED CASH TO SLASH!

[redacted]

SWORDS: The sword is a more powerful replacement for the twins' basic weapon. The shop offers the chance to upgrade the sword three times, though the prices are expensive. Expect to pay 25000 for the top of the [redacted]

price depending on the power of the magic within. On the early levels magic costs around 1000 credits. Expect to pay far more later on! The best policy is to use the magic sparingly throughout the game and save your cash for items such as swords.

[redacted] PILLS: These restore lost energy and are available in red and white or blue and white. The former replenishes the twins' energy bars almost to the full whereas the latter, being less expensive, only refills a fraction. Just enough to make it to the next hidden chest and, hopefully, another free vitality pill.



MINI PAUL

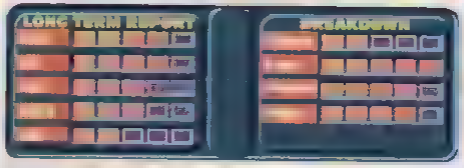
Yes! The first Capcom game to appear on the Megadrive for a-a-ages and it's brilliant! After the initial disappointment of the missing two-player option I soon began to count my blessings as I realised just how good a conversion Sega have made of the coin-op. Of course the best conversion of the worst coin-op in the world doesn't warrant purchase but Chiki Chiki Boys, aka Mega Twins to us Westerners, is really an excellent game! It is full of delightful presentational features and humerous touches which all add up to something that not only looks marvellous but plays well too. Okay, so the gameplay is so obvious that even a performing chimp could get the hang of it, however staying alive isn't so easy. With the equivalent of only one continue and a high level of challenge on the HARD level this cutesy platformer, as Capcom intended, caters for skillful platformers as well as beginners. Like the superb Ghouls 'n' Ghosts, Chiki Chiki Boys offers some interesting twists to the accepted platform routine, all the characters have strong personalities that are accentuated by wonderful attention to detail and complex animation. Even now, after completing the game, I still enjoy playing it to behold the graphics and enjoy the sounds of another Capcom classic.

REVIEW

COMMENT

LUCY

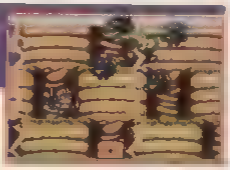
I'm afraid I didn't find Chiki Chiki Boys as cosmic as Paul obviously did. Sure the graphics are all very sweet with big, bold sprites, a handful of neat, smooth animation and a very cutesy look to the whole scenario. But there's just something missing from the whole package (notably a two-player option) which results in an acceptable platform offering but nothing to shout home about. In fact, the whole thing reminded me of the Harrry Enfield character Tim — nice but dim. Don't get me wrong, it's worth a play and the high difficulty setting sets a fair challenge to even hardened gamers but it's not that big, not that clever and I wasn't all that impressed.



PEARLS OF WIZARDOM

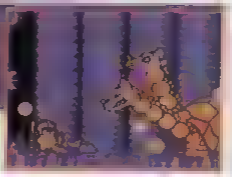
The boys possess enough vim and vigour to bravely face their foes alone but they also know the whereabouts of certain clam shells containing pearls of great power. There are four kinds of magical gem, each presented in a different colour to save confusion.

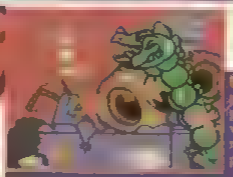
FLAMING FIRE: [illegible] flaming fire scorches the evil forces to the ground.



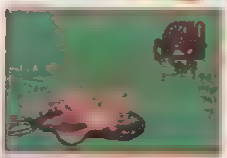
TYPHOON: Blue clams contain pearls of calamitous consequence. They disclose the power of the typhoon to break the enemy with a powerful wind.

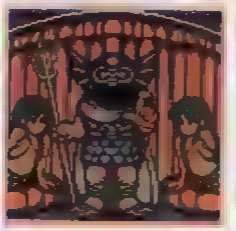
BOUND: The red molluscs give the power of the bound, a hyper-destructive array of orange orbs that dance around the screen destroying enemies before fading away into nothingness.

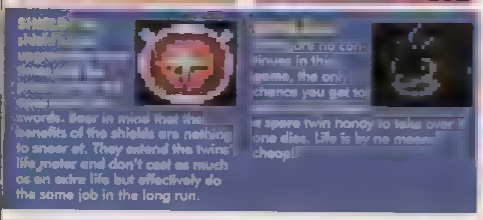




BOMB: [illegible] contains pearls that reward the boys with powerful bombs with a short fuse which explode in a shower of multi-coloured stars — extremely powerful allies.







[illegible] swords. Bear in mind that the benefits of the shields are nothing to sneer at. They extend the twins' life meter and don't cost as much as an extra life but effectively do the same job in the long run.

[illegible] a spare twin handy to take over if one dies. Life is by no means cheap!!

PRESENTATION 91

▲The game is packed with arcade quality presentation screens and there's also the option screen that allows marked differences and alterations to the difficulty settings.

GRAPHICS 90

▲Not quite arcade perfect but still a fine example of cute Japanese characterisation on the Megadrive. Massive sprites, decent animation plus some excellent backdrops.

SOUND 91

▲The exotic pain that games portends and is a rousing blend of ballad and bollard.

PLAYABILITY 87

▲Easy to pick up, hard to put down. Can't say better than that can you!

▼Daft starting new continue means many returns to the start of the game, especially on HARD, which gets very demanding.

LASTABILITY 84

▲The quality of the game means it's going to survive for quite a while. The HARD difficulty setting takes some beating.

▼Once you've played it through that's all there is to see.

OVERALL 85

A sound platform game which probably would scored much higher had the two-player feature not have been sorely missing.

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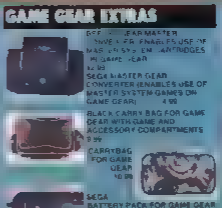

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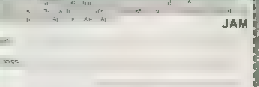

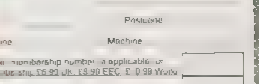

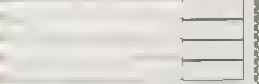

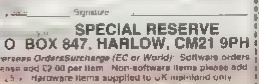

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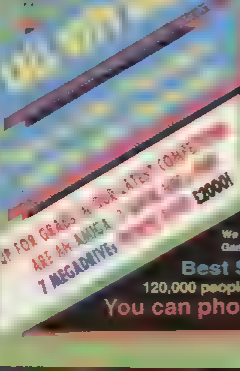

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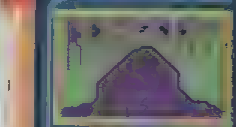


1-2 PLAYERS

PRICE:

BY:

RELEASE:

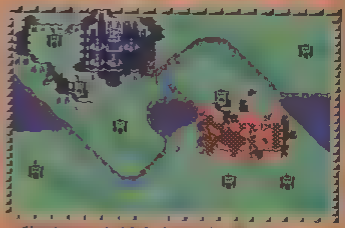
CONTROL: JOYPAD
GAME OPTIONS: 3 DIFFICULTY LEVELS
CONTINUES: 3
SKILL LEVELS: 3
PASSWORDS: NONE

ORIGIN

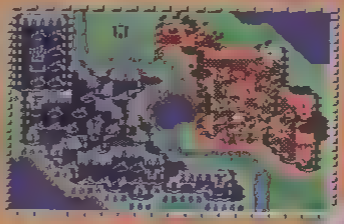
Rampart originated as an Atari three-player arcade in 1991. Its ancestors are Missile Command and Tetris.

Titus Fox Fairbrother was the most celebrated archaeologist in academia as a result of his many discoveries of relics of the Dark Ages. His status as an authority on mediaeval privies was unquestioned.

To escape from the rigours of fame he retired to his personal island of Premisugal somewhere in the North Atlantic. On one of his jaunts there he made a remarkable discovery — the Premisugal Chronicles. These revealing texts followed the collapse of two warring settlements on the small island — their quarrel originating from the most trivial of circumstances. Many chapters spoke of the endless cannon bombardments and constant rebuilding work necessary. Eventually the people of both castles wore themselves out and abandoned the island, evidently deciding that slaughtering each other over an old pig and the rights to the land's sole pub (a convenience just wasn't worth the hassle!



Checkmate I think, buster!



COMMENT

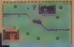
GUS

Modified rapture. Rampart is a personal all-time fave of mine in the arcades. I'd loiter suspiciously for hours waiting for a fix of three-player action! I can report to the troops that this is the best conversion to date, as close as you could wish on the Megadrive. The game's very basic, but totally addictive in two-player mode. To be honest, it's not a contender as a single-player game at all, but hopefully we all have friends to play with. The graphics are exact copies of the arcade, ie functional, and the sound (apart from the ridiculous new repair music) is as authentic and atmospheric as before. This game doesn't have any of the fancy additions like the Bitmasters' 'Super' Rampart, or the Super NES' 3-D option, but it triumphs over them all by doing what a conversion should primarily do — recreate the original. Megadrive Rampart does, and despite it's limitations I recommend it as one of the best head-to-head console games ever!

REVIEW

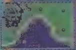
ONE/TWO-PLAYER GAME

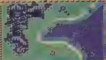
Rampart sustains both one and two player games. Single players battle an invasion force from sea. Two player games pit players against each other, separated by a river, each with a castle to themselves.



BRICKS AND MORTARS

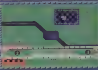
Rampart plays in two distinct phases. The first is Battle Mode. You control...



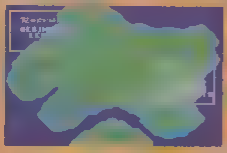


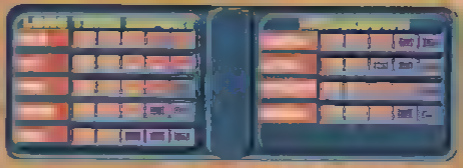
Now you shall bow before me defiant Lord Red!

CANNON COUNT



REVIEW

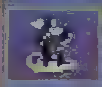


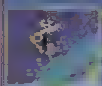


Repel the boarders from our Emerald Isle!

THE KING OF SPAIN'S BEARD

They come from the sea, a motley fleet of ships to invade our beautiful land and steal our women, our gold and our cattle. Only you can stop them!





COMMENT

LUCY

Two-on-two Tetris-type strategy combined with mindless blasting — am I in heaven or what?! This game is mind-boggling in it's simplicity but so much fun in two-player mode it really must be highly recommended. If you're the epitome of sadness without a friend to battle with you might as well forget it because in one-player mode it ain't worth the effort — or the money. It truly is an excellent conversion from the arcade with photocopied graphics (still basic but effective) and rousing sound effects as before. The gameplay's fast and furious and just sooo addictive, bashing the fire button to waste the enemy's fortress and then frantically trying to rebuild and expand your empire before the next skirmish begins is a real hoot. Definitely worth a bash.

OPTIONS SCREEN

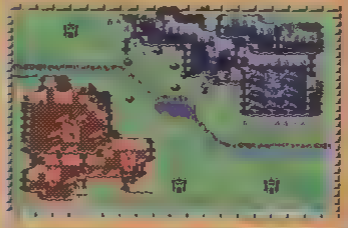
Choose Easy Normal or Hard

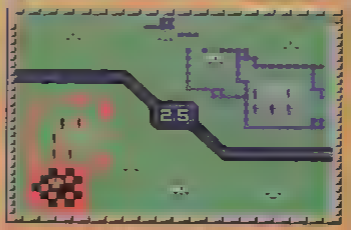
Alters the maximum length of a battle to five, seven or nine rounds

Toggle key functions

Alters the cursor speed for each player

Selects the playfield layout for two player games





THE BATTLE BEGINS

Start off by picking your home castle. Each player has a playfield of five castles, the arrangement of which changes for each level (two player gamers select from several playfields). Castles near water or bound ones are hardest to defend.

SAD'S ARMY

Troop units that have landed try to destroy the nearest castle. They can't breach walls, but infiltrate any spaces made after each round. They can't move during the battle phase, which is your chance to destroy them. Surrounding them in the repair phase is also an option.

PRESENTATION 86

△Plenty of options to handicap yourself to battle, or other handicap parameters.

▽The confusing option in two-player mode's annoying. There's no system of recording victories as part of a tournament.

GRAPHICS 74

△Almost arcade perfect — little castles and smiling cannonballs make a pleasant view of carnage.

▽A bit basic and a bit samey in the main gameplay.

SOUND 82

△Numerous special samples and cannons used to fabulous effect, making use of falling projectiles...

▽...though the repetitive pre-battle tunes get out of control.

PLAYABILITY 82

△The controls are simple to learn, and the objective is clear. For two players the action's a competitive struggle to reach victory, whereas it's really cooperative.

LASTABILITY 72

△As a two-player game, it will remain a classic and well-used part of your collection.

▽As a one-player game it doesn't have a long-lasting interest, being harder than the puzzle.

OVERALL 81

To be considered as a two-player or cannon frenzy only because the one-player mode it just won't stand the test of time. All in all though, it's definitely one of the best combat games for the Megadrive around.

THE QJ ProPad

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IT'S COOL....!

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- [illegible]
- Autofire
- [illegible]
- [illegible]
- See thru casing
- [illegible]

SPECTRA VI

Available from:

REVIEW

1 PLAYER

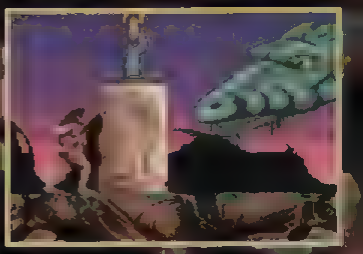
SHADOW OF THE BEAST

Beast-Man didn't have a happy childhood. Through no fault of his own he fell in with bad company, and [illegible] Beast Lords, Maletoth. However, being [illegible] a dark necromancer and trapped in a mutated body, Beast's schoolwork suffered. Prospects for the future were not bright.

Then, by happy chance, Beast recognised his father who was being executed, and all his memories came back. Well, it was a bit of a rum occasion, but at least Beast was stirred to action. He avenged his father's death by Zelek, the Beast Mage, and as a bonus got his human body back.

But the baddies have a habit of bouncing back. Beast Mage did just that by stealing Beast's mate and whisking her off to [illegible] ing as Beast's replacement. [illegible] the [illegible] law in his footsteps Beast [illegible] to Kor[illegible] but finds the countryside teeming with the Ma[illegible] men. Without all that raw animal power of [illegible] form, the going might be tougher [illegible] time round.

KILLING JOKE



TALK TALK

There are some communicative characters in Beast II, and talking to them is a matter of walking up to them. Since Beast is new to the area, he basically doesn't have a clue what to do. Following the prompts of others is the first stage to progress

MAGE IN THE EYES

COMMENT

GUS

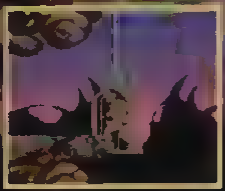
Beast I wasn't any great shakes, so who had the idea of converting this? The Amiga game's yonks old, and no improvements seemed to have been made at all. The graphics are quite well-defined, but seem flat and boring, and very Amiga-ish. The sound's just as bland, suiting the pace of the game to a tee. The problem is, not much seems to happen, and what does is pretty tedious. I could gripe about the puzzles — it's all levers and keys, and the fact that mucking up once means restarting. What is also inexplicable is why the glitches caused by the Amiga loading have been incorporated on a ROM cart. In the end, who cares? Beast II is just plain mediocre

DOW THE AST II

COMMENT

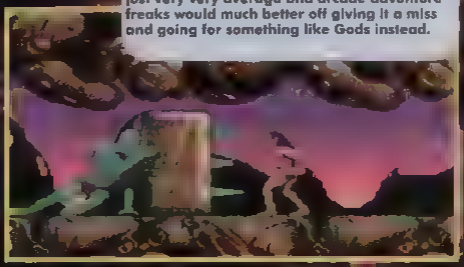
Sorry EA, but what you wanted with this one I've no idea. Beast 1 was no great shakes and neither is this sequel. The graphics aren't bad, with some pretty backgrounds and vaguely imaginative sprites, but it's all so utterly flat and two-dimensional, you're put right off at the outset. Sounds are pretty naff which, strangely enough, matches the gameplay — there just isn't enough in there to keep you interested for very long. The fact that some of the obstacles and enemies are impossible to avoid, draining your precious energy bottle, is ridiculous and the way just one small mistakes means you have to start again from the beginning is utterly preposterous! This isn't a terrible game just very very average and arcade adventure freaks would much better off giving it a miss and going for something like Gods instead.

Beast II features about 100 different spe[illegible] to be thick and flap about the [illegible] caverns of Kara-Moon [illegible] to discover monst[illegible] engage you in armed bat, or try and [illegible]ash you with heavy sto[illegible]



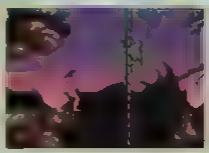
▲ *First floor haberdashery, lingerie, candy-canes goods.*

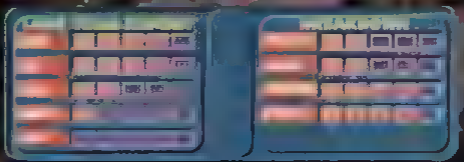
Beast carries a mace for protection, and he swings it around in order to slap the demonic minions into the middle of next week. The mace extends and retracts a bit like rubber band catching any baddies on the way. The other weapon Beast is licenced to carry is a throwing axe. These are located in treasure chests. Strangely, a throwing axe only works for ten seconds once activated, but for that time Beast's attack has extra power.



FREE YOUR MIND

Beast II is what you call a hybrid, a mix of shooting and puzzling action. The puzzle part involves solving inscrutable puzzles to obtain further objects for progress. The game fits together in a chain which means any link missed, or bodged wrecks your chances and you have to start again. An early example of this is the Demon and the rope. You have to kill the demon before he cuts the rope or escape from the pit is impossible. The rock puzzle's a good example of what's expected of you. Use the grabber to move the boulder over the spike, then drop it. Then figure a way to move the small rock to the seesaw, without dropping it in the water.





PRESENTATION 65

A fair enough selection of options and screens, but nothing to write home about.

GRAPHICS 76

A few nice touches and some of the backgrounds are quite good, but the sprites are too small and the animation is poor. Some of the monsters are quite impressive, though.

SOUND 66

[illegible] spot effects [illegible] tunes are [illegible] and [illegible] to the game.

PLAYABILITY 61

A few good ideas, like the use of mixed [illegible] and body movements, but [illegible] and [illegible] ▼The [illegible] [illegible] [illegible] reminding to play, even [illegible] [illegible]

LASTABILITY 53

[illegible] [illegible] [illegible] [illegible] [illegible] it will take a while to solve. ▼There's nothing to really look forward to. The game carries on in much the same vein throughout.

OVERALL 58

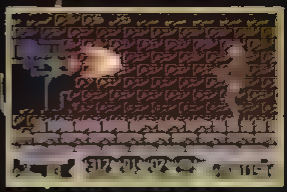
Beast II is not a total disaster, just a shameless attempt to cash in on the success of the first game. Unfortunately it fails to create any interest at all.

1 PLAYER

UNIVE
SOLDI

If God had intended us to fly he'd have given us wings. More importantly, if the Almighty felt we should soldier on after death then....then we'd all do just that. Yet we don't! It comes as no surprise to find any attempt to turn this wish into reality is met with absolute disaster. Somewhere along these lines lies the plot to the film Universal Soldier. Inhabiting the same universe fluctuates the plot of this new game from Accolade.

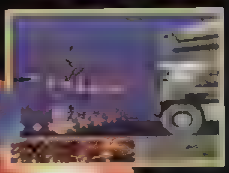
You're Luc Devreux, a Vietnam soldier brought back from the dead by the Government to be the ultimate, deadliest, killing machine. Unfortunately, a technical cock-up brings back your memory and that's where the trouble starts. You must escape the clutches of the psychotic Sergeant Scott who you killed in the war to stop him wiping out an entire village. Just your luck, the Sarge gets resurrected as well AND remembers who was responsible for his untimely demise — he's out to get you and his platform romp around a selection of pitfalled, hazard-laden landscapes is you doing just that. Before it's too late.

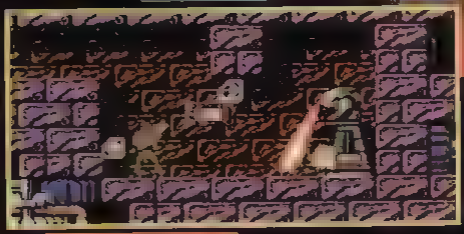


Attack of the giant Dolphin!

REVIEW

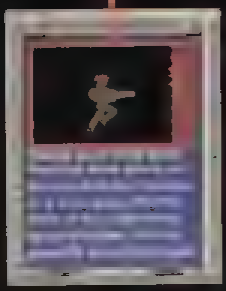
ERSAL ER





...but did I miss this bit when I went to get an Orange Maid?

A soldier and his gun are inseparable. The Universal Soldier is no exception. Throughout the game Luc discovers many power-ups and changes of artillery to help him in his mission. Each weapon's capable of being powered up to four times its basic strength. They are:

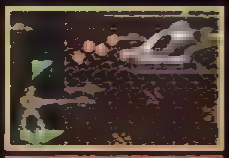


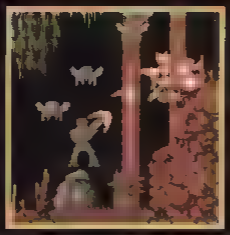
COMMENT

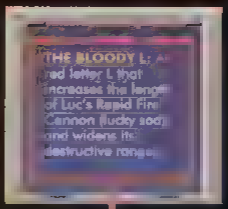
PAUL

C-rashi Another film license hits terrafirma with a resounding crunch and wobbles off unceremoniously into the shadows of the greats. There's simply no hope for software houses that turn out stuff like this. Not that it's entirely bad because an extremely similar game named Turrican enjoyed some success. The point is, Turrican happened three years ago. This is now! UniSol tries to fob us off with the same dated gameplay and even retains the ridiculous transformation into a spinning buzz saw routine. It may work fine in the context of a cybernetic fighting machine but with a re-animated human being...? Besides which, the rest of the gameplay's so tried and dated you can almost hear the cogs creaking as they churn out the monotony. Drear oh drear

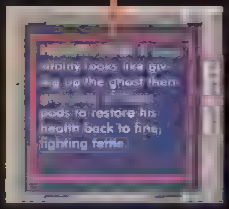
REVIEW

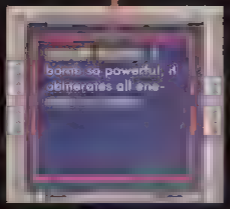


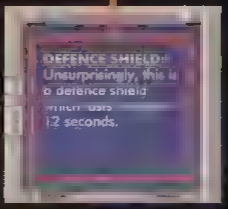




As well as the obligatory weapon power-ups Luc can uncover a small selection of other items to help him UniSoldier on:



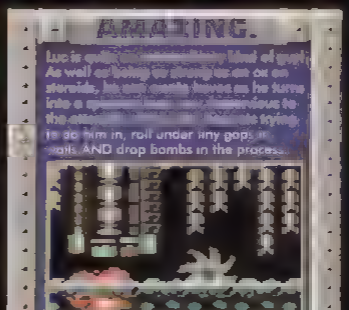




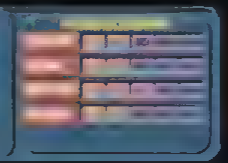
COMMENT

Lumme, Ballistic learn their lesson with YTS trainee programmers Universal Soldier is a shocking shambles of a Turrican clone, inept at the extreme. What gets my goat is the extreme mutton-dressing that attempts to promote this game as anything connected with the film, which is bound to sell copies of this undeserving mess. Okay, they paid their money for the license but it's a bit dishonest. What's next, Winter Challenge packaged as 'Scott of the Antarctic'? Even judging the graphics and gameplay on their own they're awful: indistinct, ill-conceived and laughably incongruous — check out the giant bouncing Dolph Lundgren, and Sol's 'buzz saw' party trick. This isn't even Turrican 2, it's basically large chunks of code from Turrican 1 with a tart's makeover. There just isn't a place for such badly-written games on the Megadrive at this stage. Maybe Ballistic should take their next film license from the 'Carry on' series, since I found myself laughing at Universal Soldier on more than one occasion.

AMAZING.



Luc is ... As well as being ... on steroids, he can ... as he turns into a ... to the ... trying to do him in, roll under tiny gaps ... goals AND drop bombs in the process...



PRESENTATION 46

GRAPHICS 60

SOUND 82

PLAYABILITY 56

LASTABILITY 42

OVERALL 47

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REVIEW

1 PLAYER

TBA

BY ACCLAIM

JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
REPONSIVENESS: 1
PRETTY GOOD
GAME DIFFICULTY: 1
EASY

1ST DAY SCORE:
500,000

PREDATOR 2

Sport eh? On our planet Sgames involving inflated l gs bladders and people shining around or so he gross rake in zillions o pounds and have teams co die hard fol owings elevations On other p a lets peop e play sports involving goals ing the correct part of a wall and such, and on one particular planet, the main sport is killing things Anything'll do, small furry creatures, big scaly ones, sapient, sentient or vegetable sport shoot it

Sadly this sport has been so popu or for so ong that the inhabitants of the plan et the Predators have run out of things to kill They've tried breeding an mals in specia Death Forms but t s just not the same So to preserve the long trad t on of slaying a few hand-picked scouts have been sent out to find new killing grounds, and luckily for us, one of them has found Earth However, crack narc Harrigan has stumbled onto their fiendish plot and in between wasting evil drug pushers, is determined to put a stop to it But are his hor zontally scrolling blasting ks a match for Acc aim s ne ously programmed

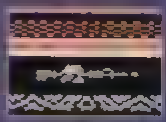
COMMENT

Predator 2 on the Megadrive was pretty good, if a bit easy, and most of the same criticisms apply to this Master System conversion. There are a few differences between the two however — the Master System version only scrolls horizontally instead of the eight-way scroll-fest that was the Megadrive title. The graphics are understandably poorer, although they're still not that bad by Master System standards, and there's no sprite flicker whatsoever. The game moves quickly enough and the controls are easy to get the hang of and pretty responsive. The sound's adequate, the tunes are okay and the effects are alright too. However, although Predator seems pretty tricky when you first play it, after a couple of games you'll just whizz right through to the end. The password system doesn't improve the challenge, as it effectively provides you with infinite continues even once the machine has been turned off. Novice gamesplayers or general hoofboys should give this a bit of a go, because it's a pretty good game, but seasoned shoot 'em uppers should pass Predator 2 by.

TOOLS YOU CAN TRUST

just goes to show how sloppy the drug dealer and Predator filing systems are

MACHINE GUN This weapon's only slightly more powerful than Harrigan's regular gun, but is blessed with a far faster firing rate. A load of ammo is bestowed upon Harrigan when he picks up a maximum of 99 bullets



GRENADES Although these little bombs are difficult to aim properly they have a decent blast radius, and anything caught in this is killed Grenades are the most powerful bosses — especially the big ones.

SHOTGUN The shotgun provides three-way fire, but each single shot isn't very powerful. The shotgun's unfireable either until all three

three shots hit at once and Harrigan is able to fire again immediately

SUB-MACHINE GUN The recoil on this gun gives it something of an erratic fire pattern, but at least this provides a good spread of shots. It's also more powerful than

standard pistol, but very short on ammo

COMMENT

Average, reasonable, okay. Pick an adjective really because they can all be applied to this game.It'll never win any prizes for originality or indeed for playability or lastability, but it's not all that bad. The graphics are nothing stunning but adequate, sounds and effects are okay and for a beginner there's a reasonable amount of challenge in there — the first couple of times you take off it seems incredibly hard, but after a while it becomes almost too easy. The game moves along at quite a racey pace and the controls are a doddle to pick up. The main gripe is the way all the levels look just the same with the same baddies to blast in the same way and same the obstacles to avoid — don't get me wrong, it's still quite a fun game and not bad at all for the Master System. Just don't expect any great shakes. If you're a novice and horizontal shoot 'em ups are your bag, this is worth a look, otherwise, forget it

TRI-DOT TARGETING TOMFOOLERY

match for the Predator. For this reason, he'

and then the Predator tests just how hard

ored Blaster. As soon as this formation of inno

locks on, Hamgen is blown into little tiny bits.

▲ Mind the alien warrior of pain, Marion.

SAY NO TO DRUGS

Although Hamgen has to deal with the Predator, his primary concern is the mission

rescue. This number increases as the levels progress. You might think that as soon as

little targeting computer gets to work, knock

himself out of

sheer guilt and

so loses one of

his lives

▲ "Can we have our ball back mister?"

▲ Have a bit of that.

▲ Alive! Boom crash die kill.

PRESENTATION

▲ Pretty good title and end sequences.
▼ The options or anything like that to speak of though.

74

GRAPHICS

▲ Good use of colour and there's none of the usual Master System sprite flicker troubles.
▼ The sprites are a bit clunky and the animation is looking a little.

76

SOUND

▲ A selection of decent tunes and effects.
▼ However, they're nothing really that inspiring.

70

PLAYABILTY

with fluid controls and plenty of action most of the time.
▼ Sometimes, though, there'll be very little on screen to shoot at.

81

LASTABILITY

▲ Quite challenging for the first couple of goes.
▼ Very easy indeed once you know what you're doing, and the password option is just plain daft.

32

OVERALL

74

An enjoyable game, but ruined by the lack of any challenge.

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GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE FREEPHONE.

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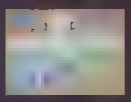
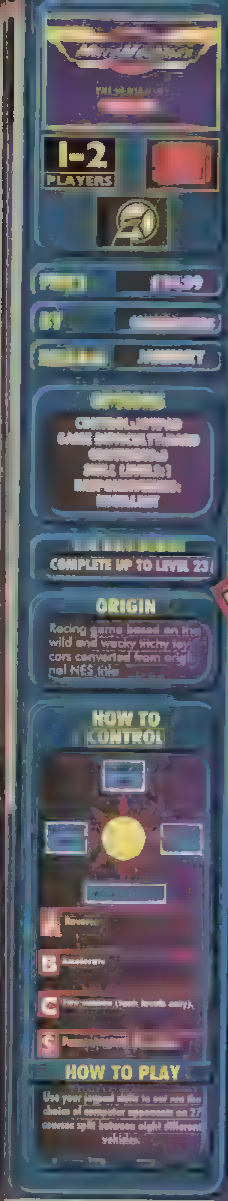



1-2
PLAYERS
COMPLETE UP TO LEVEL 23
ORIGIN
Racing game based on the wild and wacky tinchy toy cars converted from original NES title
HOW TO CONTROL
HOW TO PLAY

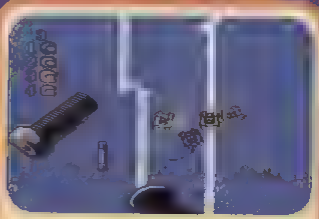
Micro Machines

Inside every tiny miniature car there is a tiny miniature driver bursting to get out These impish shrunken motorists content themselves with waiting until no one is looking and then haring around any available surface at high speeds Micro Machines tells the story of 11 such tiny tearaways imprisoned in their mini-mobiles. These chirpy characters have decided to organise a tournament to discover who is the bestest all-round driver of them all, competing as they do in a variety of vehicles in all locations

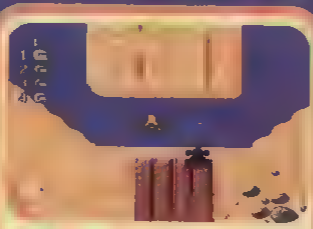
Micro Machines is an overhead-viewed racing game using [illegible]onal steering to send you zooming a[illegible]. As e[illegible]

Fan heat! Fan heat you fools!

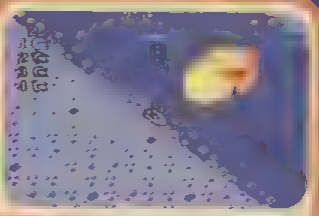
TIN LEGS AND TOY CARS



WARRIORS: Fitted with front-bumper detonators, crashing into another Warrior generally leads to these trucks blowing up! The nut, bolt, oil and sticky glue-laden garage floor environment they race in is also a hindrance Watch out for their skiddy cornering, too



WHEEL[illegible] These sand-hoppers are spritely little buggies which race around beaches littered with buckets, spades and sandcastles With a high top speed, cornering is a little tricky, and their light weight means they bounce around a great deal if they hit so much as tide mark



[illegible]ATS: Bathtime racing is the order of the day here Steer clear of the plughole which swallows your boat and the soap suds which slow you down and bounce you around. Also beware of the savage rubber ducks who bar your way

REVIEW

DRIVER THE ENGINE

▲ *Mind the giant Chocolate Frosted Sugar*

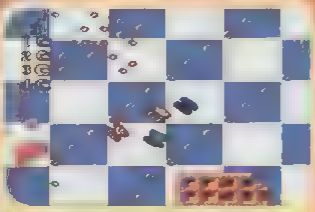
There are eleven drivers to choose from in Micro Machines and some are better than others. James Dean-alike Spider, for instance is the best driver that ever there was, whilst "I want me p geons" sad fat boy Walter lags behind as his portly stature s ows h s vehicles down somewhat. However, ust to make things eas er, the rating of each driver is written above their picture on the dr ver select screen. This means t s simple to pick the good drivers at the start of the tournament, knock them out in the easy early races and then just have the weedy racers to contend with when things get a bit harder!

There's more to Micro Machining than flicking a little toy car down the table. There are eight vehicles, each with it's own handling style, to master along with 27 courses to memorise! Each transport is fully detailed below...

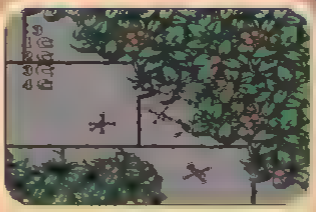
SOLO FUN WITH YOUR MICRO

There are two one player modes in Micro Machines. The first pits your character against the remaining ten. First of all, qualify for the cup in an easy-peasy boat race. Then choose the three other drivers you most wish to race against. After this, simply race and race again, making at least second place in each event, knocking more and more drivers out of the running and selecting fresh opponents, until you have won the challenge or lost all of your three lives. The second one-player mode is played in much the same way as the two-player, although, surprise surprise, the second car is computer controlled. This is an ideal opportunity to put your dirtiest tactics into play, ruthlessly knocking your opponent off the edge of the table, or into plugholes, snooker table pockets or even garden sprinklers!

TANKS: Pondering and cumbersome with a wide turning circle the tanks don't seem to have much going for them. However each tank is fitted with a cannon fired by pressing the C button! One hit temporarily destroys any other tank, allowing you to get a clear lead around the bedroom-based toy-littered courses.



A good start to the day, these slower speed breakfast table racers are easy to control and not too demanding. Still, there's always the other drivers to worry about, as well as the marmalade, oranges and breakfast cereal laid out.



CHOPPERS: These floaty fellers zip around the flower bed and are difficult to get the hang of. Choppers tend to get trapped in bushes and other garden-related snagging items although the courses are generally quite straightforward.

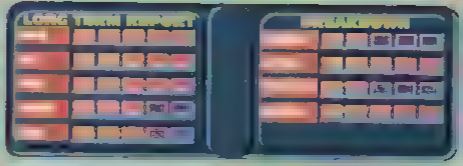
COMMENT

Micro Machines is one of my favourite NES games ever, and it's great to see that all the fabulous gameplay and playability of the original have been faithfully ported over to the Megadrive. The graphics have been tweaked up a little, although nothing really drastic has been done, and the same goes for the sound. Megadrive Micro Machines certainly moves faster than the original, zipping along at a fair old lick, and the controls are even more responsive. A couple of changes have been made though. The computer drivers are far more aggressive, some of them even head the wrong way down the track trying to knock you off the table! The two-player mode has been made more competitive too, as knocking into other cars in the right way sends them flying off, so there's plenty of barge-related jockeying in store. However the single player mode is a bit too easy. I was able to complete it in the first couple of attempts, although the last race took quite a while to beat. Also, I was a little disappointed to see that there are no new vehicles or courses to master. If you're a single-tone Micro Machiner this probably isn't for you, but anyone with even a shred of a second player around should nick it out.

REVIEW

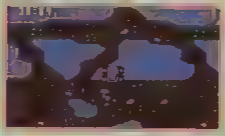
COMMENT

wacky try out mode clue



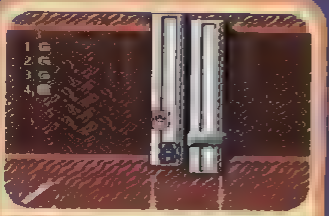
RUFF AS TRUX

Should you be skilful enough to achieve first place in three events running in the single player tournament you are treated to a bonus event, the Ruffitrux. This event gives you a strict time limit in which to negotiate a tough off-road course littered with boulders and precariously tight paths through rivers. Win through and you are awarded an extra life for your troubles although there is no penalty for failure. These courses get tougher and tougher as the game progresses until only the most capable Micro Racers get the prize.



MUTUAL MICRO MACHINATIONS

If you fancy going head-to-head against a friend, Micro Machines is just the option for you. The two-player mode allows you to take part in either a single race challenge or a longer tournament. The single race mode allows you to choose your vehicle out of the eight available plus Pro Formula 1 and Pro Sportscars showcasing two of the tougher tracks. Tournament selects events randomly, and the first player to win four races is the victor! Two player racing differs from the regular game. Instead of the first past the post winning the race there's instead an eight light bar in one corner. It, at the beginning, with four red and four blue lights. Each time one player reaches the forward edge of the screen leaving the other trailing behind one light of the corresponding car colour (red or blue) is lit. When the bar is full of one colour that player is the winner. Alternatively, should the race run the full four laps the winner is the player with the most lights lit, or, in the event of a tie, the first player to score a point.



Impress your schoolmates by zooming these around the desk-situated courses. Very nippy, but cornering is a problem at first. Try to get the hang of the Miami Vice-style "power skid" for maximum advantage and pose power. And watch out for that homework!

The ultimate challenge: the F1 cars are very, very fast and very manoeuverable but the pool table courses they are set on are the trickiest out! Going Heck for Leather is the only possible road to victory, which only makes things harder, especially when screeching around the pockets on the very edge of the table.

PRESENTATION 93

+ Loads of alternatives to choose from and presentation screens abound.
- There are no end options to speak.

GRAPHICS 78

+ Colourful sprites and great backdrops with a lot of attention to detail.
- The sprites themselves are a bit on the small side.

SOUND 73

+ A selection of alright tunes play throughout the pre-occurring bits.
- The effects are a bit dismal, and there's no tunes.

PLAYABILITY 97

+ Very smooth and responsive and fast, and great fun to play.

LASTABILITY 80

+ Two-player battle mode will last forever and ever.
- The one-player option is too easy and won't last very long.

OVERALL 93

A cracking game, but one which single players soon [illegible] done.

SEGA

MEGA DRIVE

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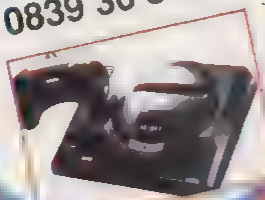

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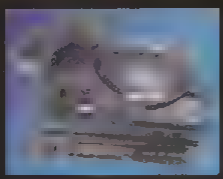

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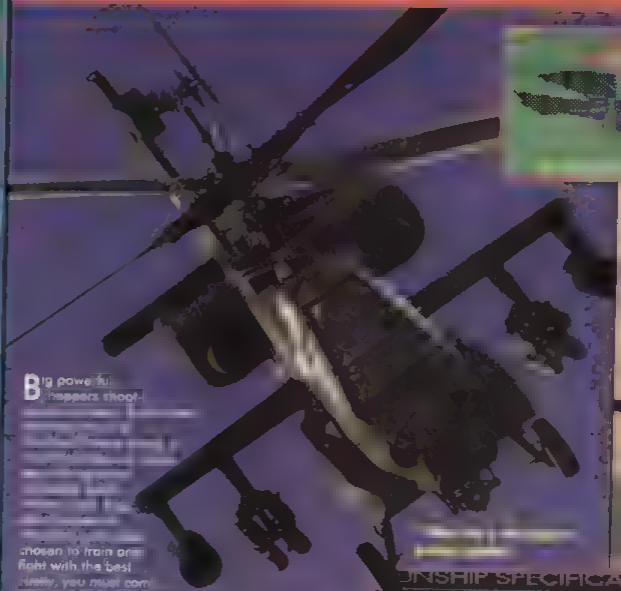
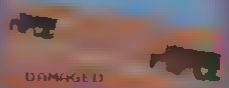




REALISM-RELATED HORSEPLAY

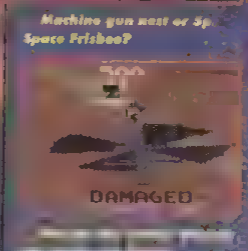
There are two control methods to choose from — Arcade and Real Heli. Arcade mode's much easier and more straightforward, with up pushing your copter forward and down bringing it into reverse. However, in Real Heli, your nose tips once you start forward, and your view tilts accordingly. Similarly when going backwards, prepare to see nothing but sky as you tilt back! However, Real Heli allows you to fly much higher, and more points are awarded for every mission and kill you make.

REVIEW

EL TALONS

DON'T YOU JUST LOVE BEING IN CONTROL?

Although you can't have two human controlled helicopters flying at once, a friend can join in your game. The second controller duplicates the functions of the other controller with the C button pressed. This means one player steers and shoots, whilst the other player steers and controls the altitude. Although this takes a bit of getting used to it can be quite a laugh when you get the hang of it, for the first few goes anyway.



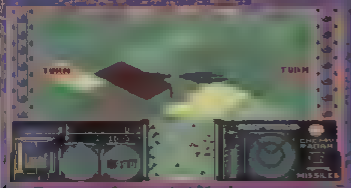
L-PLATE FOR LEATHER

First stage on the road to success is basic training. Here you're given a number of tasks to perform. Firstly you pilot your helicopter through a series of floating rings at various heights. Once this has been achieved the player moves onto three dispersed static targets. Destroy these within a strict time limit and your first trial is over. Now the player progresses onto the first of 12 combat missions each with its own terrain and weather conditions.

Steel Talons is a great coin-op. The graphics were all right and the sound was pretty good, but it was the sheer speed and frenetic action that made it so enjoyable to play. Tengen have made a decent job of converting the sprites, but sadly they've failed to get any of the rest right. The main problem lies in the jerky controls. Should you press right, there's a slight delay before you actually turn, and when you do the heli just lurches massively to one side. There's no fine control on turns either, it's just lurch central as you try in vain to get some semblance of servility from the joypad. Needless to say, this, and the ever-so-slow running speed, ruin things utterly. It's such a slog to play it just isn't entertaining at all. What should be a thrilling high-speed barrel through a twisting valley becomes a painfully crawlsome blind trudge. The two-player mode doesn't work either, mostly because the controls are bad enough for one player, if someone makes a mistake it's nigh on impossible to rectify it in time. If Steel Talons were faster and the helicopter could make tighter turns it might be okay, but as it stands it's a load of old pants.

REVIEW

TRUSTING CHOPPERS



THIS SKY AIN'T BIG ENOUGH FOR THE BOTH OF US...

If you fancy yourself as a bit of a Red Baron of the helicopter world there's a single player only head to head option which pits your skills against those of an all to computer pilot. Both of you take to the skies kitted out with loads of missiles and a full tank of fuel and chase around the various special landscapes designed for the event. These landscapes are especially craggy and tortuous arrangements of hills, mountains, cliffs and valleys so as well as looking out for the enemy chopper on your radar you've got to avoid certain death by crashing into the scenery!

COMMENT

LUCY

What a pile of old pap! I tried it for hours, and can find nothing to commend this travesty of a game whatsoever. Having turned on and switched to Training mode, I was puzzled as to the purpose of the mass of disjointed dots in the centre of the screen. Aah, problem solved, that's the helicopter. After recoiling from this disappointment I began to play at which point matters promptly went from bad to worse. This game's about as easy to control as a rabid rhinoceros — jerky unresponsive and utterly erratic. There's a stack of options which is one thing in it's favour, but with such sad animation and dull, slow gameplay, it's unlikely you'll want to plough through them. It's quite neat how you and your targets are pinpointed on an on-screen chart, or it would be if they weren't almost too small to see. Basically, if you give this one a whirl you must be sad and if you fork out £40 odd quid for it you ought to be shot.

PRESENTATION 60

GRAPHICS 61

SOUND 68

PLAYABILITY 26

LASTABILITY 32

OVERALL 29

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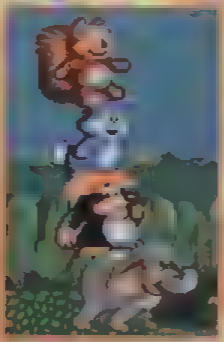
ROLO TO T



PHRIENDS OF THE 'PHANT

Left to his own devices and needs a bit of assistance now and again. There are a certain amount of friends that Rolo is required to rescue from each screen and they too have special abilities that make the going easier. Only three friends are able to follow Rolo at any time, so be careful who you choose and which order you choose them in — it's a strict first in, first out basis. Rolo's main chums are:

Scaling walls is what squirrels do best. You name it, they'll scale it. Caves, mines anything. Rolo and the rest reckon scaling is something to do with fish. Idiots.

The moles have an hand are the choice for digging through patches of soft earth. Asking the others to "dig this" and they hang around waiting for some music to begin. Those screwy animals!

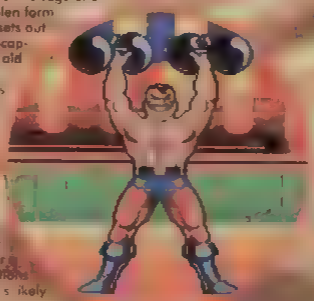
These are excellent swimmers therefore the only pals to use when crossing wide stretches of water. The other animals' idea of the crawl is something you do on all fours and the mere mention of doing the breast stroke has them blushing like crazy!

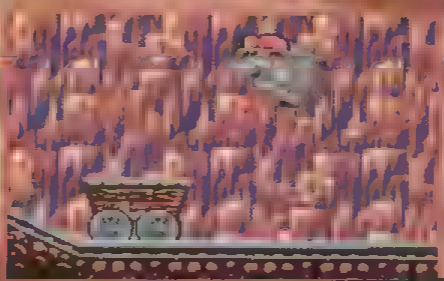
Rabbits like a [illegible] their favourite activity. More importantly, rabbits jump higher than the others. They don't want anything to do with the rabbits jumping activities!

Poor little Rolo, one of the last miniature elephants in existence and captive of the twisted McSmiley and his travelling circus. In between being fired from cannons and passing as an elephant ne basketball for the circus' hopeless clowns, the dizzy and despairing Rolo realised it was high time for escape. So sipping through the bars of his cage one night with the keys stolen form McSmiley's belt, Rolo sets out to rescue his similarly-captured pals so they can aid him in his quest.

Now, which pair of Mickey Mouse ears to try first?

Now Rolo is putting his trust in you and your ingenuity to guide him through four treacherous lands in search of his pals, a home and the hope of being reunited with his Mother. There are many puzzles to solve and secrets to uncover. What's more, with over a hundred different locations to trump through this is likely to take some time. Are you beast enough?





THE RESCUE

[illegible]

Pass the bucket, I'm going to chuck. It's not that this game's bad, the graphics [illegible] CUTE [illegible] if you get it wrong. One good point [illegible]

[illegible]

The different areas of Rolo's world are represented by pieces of a jigsaw, some of which are in hard to reach or even secret locations. There are two ways of obtaining a piece of the puzzle. The first is to free all the animals caged in the present level, then passing through the transporter at the end of the level. [illegible] are occasionally hidden in some levels. These are often hard to reach

ROLO'S SPECIAL SPECIALITIES

[illegible]

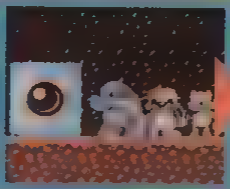
REVIEW

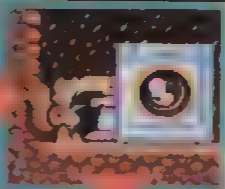
THE BIRD OF THE [illegible]

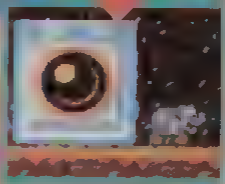
By pressing the START button on the jigsaw-type map screen, the player takes control of the Map Bird and is able to fly over and about the map. This gives the player some idea of how much of Rolo's quest is completed. Incidentally, Rolo can revisit any area that has already been completed which is always handy for grabbing some extra points - or lives!

Ooh, look at Rolo. He's pooped, bless him.

MINIATURE MINIATURE

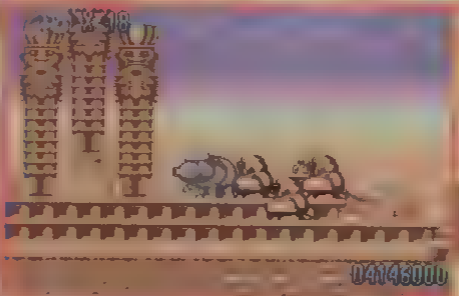


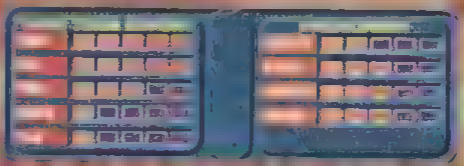




Rolo! Rolo! Y'alright mate? Rolo-o-o-o!

COMMENT





PRESENTATION

85

GRAPHICS

89

SOUND

79

PLAYABILITY

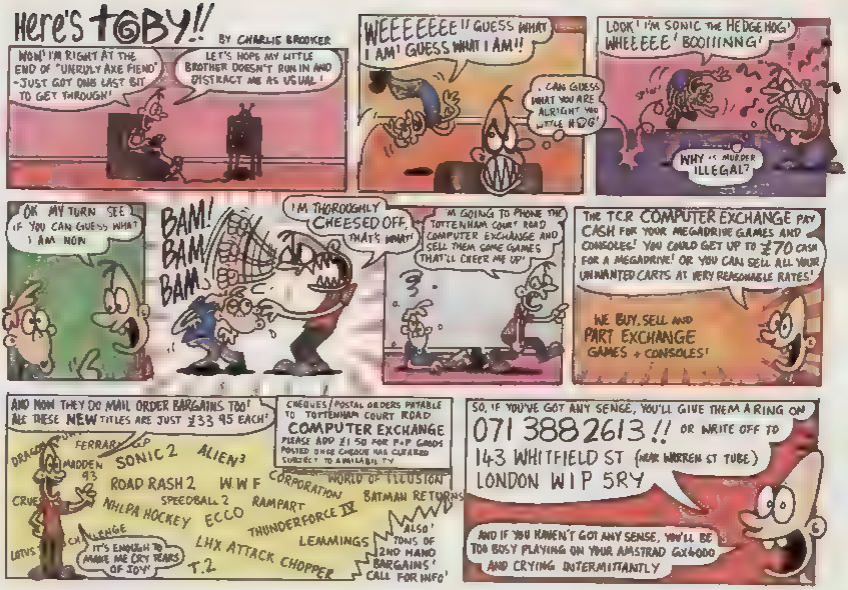
75

LASTABILITY

76

OVERALL

80


Here's TOBY!!
BY CHARLIE BROOKER
WOW! I'M RIGHT AT THE END OF "UNRULY AXE FIEND" - JUST GOT ONE LAST BIT TO GET THROUGH!
LET'S HOPE MY LITTLE BROTHER DOESN'T RUN IN AND DISTRACT ME AS USUAL!
WEEEEEEE!! GUESS WHAT I AM! GUESS WHAT I AM!!
I CAN GUESS WHAT YOU ARE ALRIGHT YOU LITTLE NOG!
LOOK! I'M SONIC THE HEDGEHOG! WHEEEEE! BOOIIING!
WHY? MURDER ILLEGAL?
OK MY TURN SEE IF YOU CAN GUESS WHAT I AM NOW
BAM! BAM! BAM!
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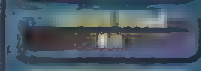
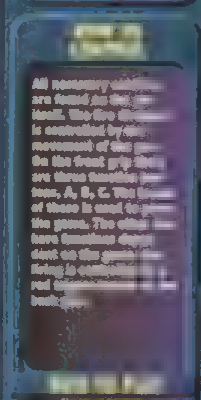
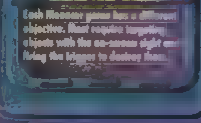
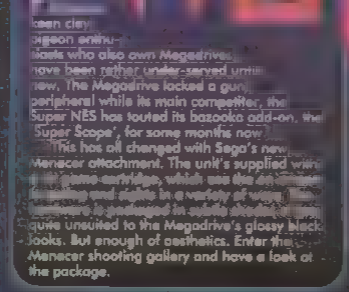








OPTIONS SCREEN

ACCU SIGHT ON/OFF: Select whether an on-screen cursor is displayed.

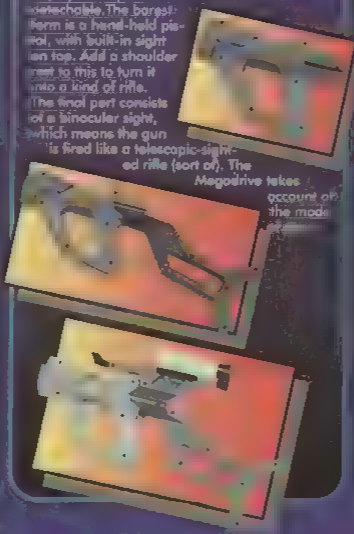
BINOCULAR ON/OFF: Advises the Megadrive on whether you have the Binocular sight attached.

SELECT GAME: Chooses which of the six Menacer games will be played.

PISTOL GRIPS

The Menacer can be used in three different

of play. Each part is detachable. The barest-form is a hand-held pistol, with built-in sight on top. Add a shoulder rest to this to turn it into a kind of rifle. The final part consists of a binocular sight, which means the gun is fired like a telescopic-sighted rifle (sort of). The Megadrive takes account of the mod



CALIBRATION

Before you play, the Megadrive runs a quick test to see if the Menacer is functioning properly. It requires him to be quite light, and from a distance from the screen of about three feet has the Menacer. Assuming you have passed the test, adjusting the Menacer's sensitivity by way of a sight displayed on screen. You have to hit the bull to continue.

Cor blimey look at all these sexy add-ons — seriously menacing stuff!

You can shove your flaming Uzi 9mm, Arnie. You ain't got nothin' on this foursome bit of kit!

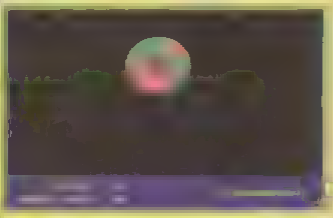
COMPETO

The great light gun battle commences. Big deal. The Super Scope was judged to be fairly naff, and it seems (contrary to hype) that Sega hasn't learned the lessons. They've released a samey-looking, samey-playing piece of hardware, with some redundant add-ons. Most importantly, they've released a similarly bland set of launch games, with no real focus, and little lasting interest. On the hardware side, the Menacer is only useful as a pistol, or marginally useful with the shoulder rest. The binocular piece is merely obstructive. To be fair, the infra-red system works well, and the accuracy is impressive and reliable. It's a lot less tiring to use than the Super Scope, which is a plus point. Gameswise there's a lot to grumble about. Space Station Defender and Front Line are simplistic beyond belief, and are only good for a couple of plays. Of the others Rockman's Zone seemed to have the most attention, but Pest Control and Whack Ball transcend their meagre boundaries to be quite fun. Some people like the Toe Jam game because it looks the best. But they are all limited, and all too easy. Depending on your viewpoint you might see it as six freebie games with a Menacer. For the price, I see it as a hardware package let down at the software end. What is needed is a good game on its own. Not a naff compilation.

THE GAMES

PEST CONTROL

This game's played on a single screen and in the dark! Using the function buttons you get a picture of a kitchen table, with a neat cloth and a juicy pizza plumped in the middle. You play with the lights off, with only a small circle of light around your sights shown. Each level's an onslaught of horrible creepy crawlies intent on eating your pizza. They scuttle from all sides of the screen, nibbling as much as they can until blown to pieces by you. The attack comes in waves, each having even bigger and hungrier vermin until the whole pizza is gone and the game's over.



What's that trip trapping over my pizza? Listen varmints, this is your last chance, come out of that pizza with your hands up!

Run Tom, it's the pigs — they're comin' in shootin'!

READY, AIM TOMATOES

This is a scrolling shoot-em-up, but with some very familiar characters involved. Basically this is Toe Jam and Earl II where the twosome have a load of rotten tomatoes to throw about. Old enemies like the Mad Doctor, the Cupids, the Mortar firing chickens and the horrific Bogey-Man are all here, and the backgrounds (now pseudo-3-D) are very close to the original. There's an added challenge in the limited ammo, and the accuracy meter that tracks your skill percentage. And the baddies fire back! Lose all your energy and it's curtains.

REVIEW

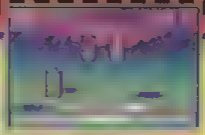
FRONT LINE

The action moves to a desert battlefield for the only military theme game on the Menacer cart. Your gun is the only weapon age nst a massive armoured invasion force who seem a bit disorganised (they're all going in different directions). As they travel across the screen you use your sight to target and destroy them. Some tanks are closer than others, but yield less points. Occasionally some turn and fire, reducing some of your energy bar. The A button controls a limited supply of ant tank/anti-aircraft missiles which destroy your enemies in a single blast. The game continues in waves until you're smithereens (mixed with sand).

WHACK BALL

▲ *Big those colours man-o!*

Breathless from your other pursuits, you now try Whack Ball, which is best described as a Breakout clone using the Menacer. Against a psychedelic backdrop, a wall encircles the screen, inside which a small ball bounces. The Menacer appears as a larger, darker ball, and the small ball bounces off it. The object is to change the wall's colour from blue to magenta by striking each brick once with the ball. The time limit for each level's strict, and on later sheets, gaps appear that mean instant death. For help and hindrance, there are bonus squares that flash. If struck they complete the level immediately, or undo all your work!

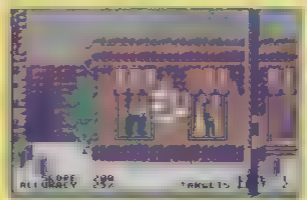


SPACE STATION DEFENDER

It's off beyond the stars for the next thrill-packed Menacer experience. You're defending a moon base with alien hordes materialising in their Acme space pods in front of your eyes. You must wait until the doors open to shoot the reptilian troopers. You have a very limited energy supply, depleted by each shot you make. This must be replaced by moving the crosshairs to the power bar at the base of the screen. As each level progresses more pods land at the same time. A space-ship occasionally passes overhead. Shoot it for a shield which protects you from one alien blast.

ROCKMAN'S ZONE

The Menacer goes conventional with its final game, which resembles old arcade faves like Chicago 1931 and Hogan's Alley, being a gangster shoot-out. Each level scrolls across a series of seedy apartment blocks, with lots of unlit shaded windows. Suddenly a light appears and someone comes to the window. You have a split second to decide if it's an armed hoodlum, or an innocent moll. The letters S-H-O-O-T are there to offer subtle guidance. You have five lives, lost for being too slow, or shooting the wrong targets. Score breakdowns are given at the end of each level.



▲ *We come in peace, shoot to kill!*

COMMENT

Throughout the history of gaming, light guns have come and gone, and I don't see the Menacer making any more of an impact than its predecessors. The problem is threefold: light guns are always too expensive, they have a high novelty value which wears off quickly and there's never enough decent games available for them. Okay, so the Menacer might look neat and its component pieces slot together into different shapes, but nevertheless it gets dull very quickly. The six-game cartridge is fun for a while but all the games are far too simple to sustain interest for long. And then what? Terminator II: The Arcade Game? Yes, it's a great game, but after that there's nothing else to buy. I'd recommend you wait and see what happens to the software base before rushing out and parting with £60 for this.

AND THERE'S MORE!

Details of further Menacer releases are sketchy but there is another available now. Acclaim's Terminator 2 was judged to be not bad at all — especially when played with the Menacer, which beats the joypad hands down.

PRESENTATION

85

▲ You get a really big cardboard box, with all attachments and instructions. In-game there's a choice of sights.

▼ Other in-game options relating to skill levels are non-existent.

GRAPHICS

55

▲ Six different games means six different styles. High points include Terminator.

▼ The low points stunned quite far, with poor sprites and backdrops — Front Line, Pest Control!

SOUND

58

▲ The Jaz Jam section uses the original soundtrack from all other FX.

▼ Overall the sound is mediocre, and certainly doesn't stand out as anything of quality.

PLAYABILTY

65

▲ The new control gives a completely different feel, and there's a strong initial attraction.

▼ The simplicity of each section negates any challenge the gun itself provides.

LASTABILITY

54

Six games to master sounds a lot of playing, but in truth most are quite derivative, and the plainness of the others means the Menacer palls quite quickly.

OVERALL

60

A nice piece of kit it may be, but until there are a variety of decent titles to use with it, the Menacer is just an expensive novelty.

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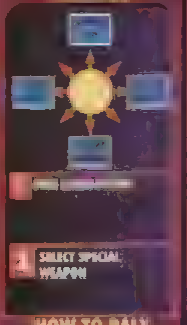
RELEASE NOVEMBER

CONTROL: LIGHT GUN
GAME DIFFICULTY: EASY
CONTINUES: 1
SKILL LEVELS: ONE
RESPONSIVENESS: SHUDDERY

1ST DAY SCORE
547'080

Space Gun was a dedicated, gun-mounted coin-op released around 1991. This purports to be a conversion of that game.



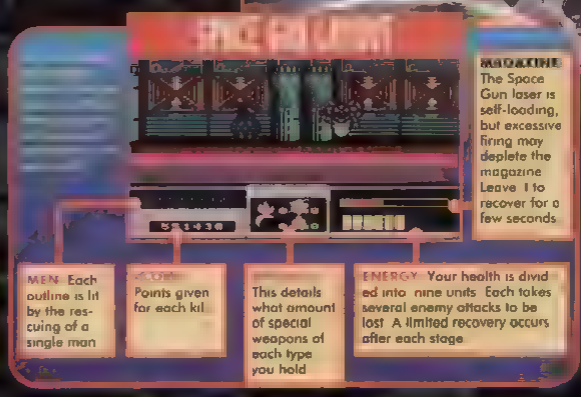
HOW TO PALY

Use the pistol sight, or on-screen sight to target the enemies as they emerge from all parts of the screen.

So you think you're a mean shot eh? Well, you are Lance Korp, the hotshot of the Space Academy, the guy who always looks good in tin-foil togs with a goldfish bowl on your head. Down at the mallshop some of the girls are calling you the Space Gun. You're the guy with the Ultra Brite smile. Now it's time to prove yourself.

When men began colonising space, he came across some pretty unsavoury life-forms. In turn, they had discovered a new delicacy and went all out to stock up on human flesh. An uneasy co-existence has erupted into war, with some sleepy aliens swarming into an Earth owned Space station and munching on the staff.

It's not on. So they are looking for volunteer cadets to go and kick some alien ass. And you, fool boy, signed up. Your shuttle drops you off in on the station sector you have been assigned to. Just a pistol — that's all you have to defend yourself. But don't be too trigger-happy, there may be some


SPACE GUN
MAGAZINE
The Space Gun laser is self-loading, but excessive firing may deplete the magazine Leave it to recover for a few seconds
MEN Each outline is lit by the rescuing of a single man
Points given for each kil
This details what amount of special weapons of each type you hold
ENERGY Your health is divided into nine units Each takes several enemy attacks to be lost A limited recovery occurs after each stage

REVIEW

GUN

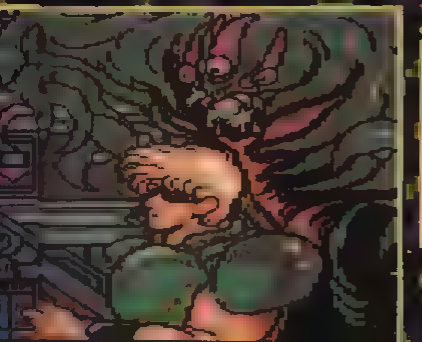
TAITO

▲ Oh no, it's the attack of the green slime balls of doom!

CONTROL CHOICE

Space Gun is compatible with the Master System Light Phaser. If you haven't got one of those doobries, you can play the game with a normal Master System joypad. This shows an on-screen target to help aiming. The machine automatically detects which device is being used from the title screen.

As well as destruction, salvage is your mission too. Around the base several base occupants are hiding from the alien invaders. When you pass by, they make a break for it, running into your view. Hold your fire! When they reach you they mark a light on your control panel. If you fail to rescue any, your game ends rather quickly. Any rescued men give you an energy bar bonus at the end of the level.



▼ The rampaging triple-eyed snots of terror attack in their droves...

◀ Ooh, what a hard man with an extremely large weapon...

COMMENT

JAZ

In screenshot form, Space Gun doesn't look too dreadful. But wait until you see it move. Two-frame animation on the baddie sprites has them goose-stepping across the screen as if they were doing some grim mockery of a hockey-cockey. More comedy is in evidence on the men you're supposed to be rescuing - they're all 12 inch high midgets who float to the bottom of the screen like fools! The bland backgrounds scroll smoothly, but during the "3D" sections, 3D you must understand being used in the broadest term here, the screen updates are jerky and hopelessly unrealistic. Still, I can't complain too much because the graphics are the best part of the game. Yes indeed, the game itself is worse. It stinks, in fact. The sort of stink that has all the people in the room checking for cack on their shoes and then making excuses that they have to leave. Apart from having gameplay so slow even your Granny would complain of its lack of pace, the action is also totally unbalanced, so you go miles on your first game and then get stuck on a really tough boss right near the end of the game. Doh! Oh yeah, I forgot about the sound - the sheer trauma of listening to it caused me to block it out of my mind. It's rather like having a load of tone deaf morons incessantly banging an array of broken kitchen utensils in your ear. If any musician went to hell, this is what he would be made to listen to. As you may have gathered by now, Space Gun is crap. Crap with a capital 'c'. Crap that you'd have to be absolutely barking mad to buy...

REVIEW

First you are required to dea with the station s own robotic defences wh ch have remained intact Giant lasers swing down from the ceiling, mistaking you for an invader Next, a corridor pan reveals the first green alien morphs These turn and spit acid when they notice you

THE REVENGE

Deeper in the complex, the shattered remains of electronic equipment are tell-tale signs of invasion The enemy attacks come from strange cyborg apes, who spout spiky balls with sharp teeth If you don't shoot them they stick to your face and n bble profusely Much 3D corridor tromping is required Some aliens are disguised as humans They morph into their true forms in front of your eyes Arghh!

THE MONSTER

[illegible] tion. Helplessly you spin it in tractor-beam, drawn in to face the tentacled monster. Aaaieee!

COMMENT

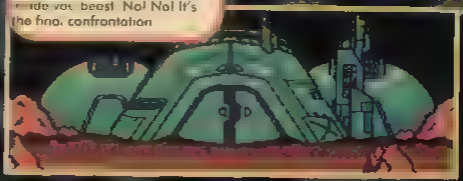
Ugh, I'm gagging Space Gun is a debacle of a debacle possibly a late entrant for the worst game of the year award. I was never a big fan of the coin-op, which was merely an Operation Wolf clone with some Alien-esque graphics and poor gameplay. Of course, all the fancy large sprites and 3D scaling has been ripped out of the Master System version, but what's in its place is frankly shocking, even by Master System standards. The graphics are soooo bad, they seem to defy description. They wibble, they wobble, they quiver. But not smoothly. The sound is yet another atonal opus for the profoundly deaf. The game is ludicrously easy with the pad, but not much more fun with the phaser (If only it had real bullets you could use them on yourself). The whole package is a double no no with side salad. It's bad! Comprenez? I would, however, whole-heartedly recommend Space Gun for dentists to show in their waiting rooms, for its distraction value.

THE ALIENS STRIKE

As the [illegible] riders twist and turn you run into a swarm of mutant caterpillars as they writhe and swirl at about exter level They share the same sector as the hunchback a iens a race so deformed even the other mutants give them a wide berth You realise you are heading down a corridor that appears to be lined with teeth In fact the walls around you are quivering with life. You must have come inside you beast No! No! It's the final confrontation

THE BASE

The base's corridors look the same as the station's, probably from the same team of blind interior designers. But straight away giant yellow aliens jump from the ceiling, wanting to detain you with their long pincers. If you get through, you face large lobster-red monsters in a 3D debacle, and even more simian antics in the battle-scarred precincts of the base.



PRESENTATION 50

The game comes packed with the highly useful Master System light gun.

There are no other options whatsoever. Doh!

GRAPHICS 26

The 3D effects are highly unconvincing and, equally, unimpressive. The effect of the larger sprites is ruined by lack of animation. Most backdrops are frankly [illegible]

SOUND 16

Snipes overture to Mozart. It drones out tune plays out, with several piercing notes that threaten a player's sanity. The effects are very sad too.

PLAYABILTY 19

Known to plonkers as using a wet lettuce as a footballl. With the joypad it's a walkover, but there isn't even any satisfaction playing with the gun.

LASTABILITY 7

Absolutely none. With the gun you may try it for a couple of hours, with the joypad a couple of goes. Doh!

OVERALL 16

An awful, awful conversion with nothing in it resembling an arcade game whatsoever. If you see it on a shelf, tell your mates about how rubbish it is, laugh a bit and walk on quickly.

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WILL SWAP Desert Strike (EA), F 22 (EA), for any 2 of the following games: After Burner II, Dungeons & Dragons, Streets of Rage and Populous. Phone 071 790 9998, other games considered

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YO!! I'm 13 black male, small build. Do you have boyfriends? If so, don't bother because I'm cool. Brit Tel (0908) 562178 (Roger)

LIKE TO TALK about your favourite game? Want to contact someone the same? Then Gamer Link is the answer for you. There's a free swap service for members too. The Pen Pal Club for gamers. Details from 15 White 28 Churchfield Ware Herts SG12 0EP

Hi I'm a 15 year old girl who urgently requires a pen pals boy or girl will somebody please reply. Write to Kelly Beeston 3 Sunny Banks Pelaston Bay Portsmouth PO8

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MISCELLANEOUS

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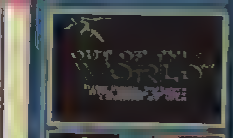


1 PLAYER

PRICE: £TBA

BY: VIRGIN

RELEASE: FEB/MARCH

CONTROL: JOY PAD

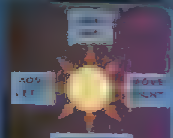
SAVE: BATTERY

GAME DIFFICULTY: MEDIUM

1ST DAY SCORE: N/A

Another World was originally created for the IBM PC and then the Amiga before its conversion onto the Megadrive.

HOW TO CONTROL



HOW TO PLAY

It is your responsibility to guide Lester Knight Chaykin safely out of Another World and through the puzzles and shooting sequences.

ANOTHE

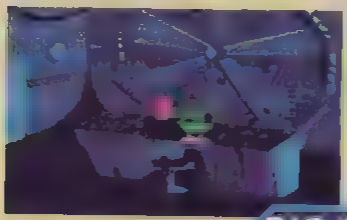
Some things have 'don't touch' written all over them. Fire for instance. It doesn't need a genius to realise that there are many more appealing places for one's digits to chance than the heart of a furious blaze. Similarly it is wise to steer clear of certain areas of science. Particle acceleration for example. Something that Lester Knight Chaykin perhaps knew already, but would have appreciated the reminder all the same. Considering his present position that is.

With all due respect to the man, his progress in this particular field was going extremely well. Until the storm. Seconds into a routine system check a wayward bolt of lightning struck the scientist's laboratory, reducing his priceless hardware to a mass of static-infested micro-technology. What had once been a door to the fields of a brighter realm for mankind became a dread portal to a hellish other world. The razor sharp claws of a place no man belongs reached out for Chaykin and tore him away from this reality to torment him in another.

Lester, now finding himself trapped in this hostile off-world environment must find his way home somehow. He acquires a useful tool in the form of a gun and is able to make good use of this in the search for escape. Lester also makes the acquaintance of a mysterious friend, a native of this strange world, but a fugitive also. These are the only resources available and Lester most definitely wants to make it back to the other side. Would you be so kind as to help him?

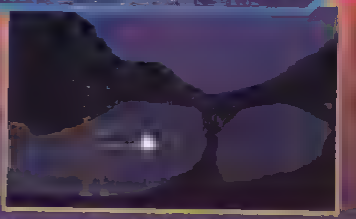
A MAN'S BEST FRIEND IS HIS AXEL

Obviously Mr Chaykin's unexpected arrival in Another World would be something of a culture shock. It might come as a relief then to find that there is help at hand in the form of a friendly alien-type being. Without giving too much away Lester's first encounter with his extra-terrestrial colleague is in a cage, hanging precariously above a pit in a cavernous prison. Together they make good their escape but only because of the stranger's familiarity with his surroundings. This means that you have to watch his back as well as Lester's when the action gets hot.



BIG CHICKEN YELLOW BELLY.

-sprinting the p... traverse dangerous crevices. Linford Christie, who's he?



A Pterosaur can pin Id Axel that quick.

REVIEW

R WORLD

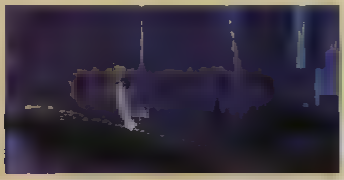
YOU'RE GOING TO DIE...

Lester Knight Chaykin has many a gruelling death awaiting his slight self, if the caution of his controls is unfortunate enough to allow it. Water obstacles are often fatal as are the many gaping chasms of stalagmite-related doom. Lester is also prone to the odd laser blast to the head – but then who isn't? Best of all are the gangs of tentacles that seem to have the franchise for occasional nastiness throughout the whole game, they crop up all over the place causing no end of despair to a luckless Lester (eel eating). Good timing and knowing when it's a good idea to run are useful means to the ultimate end.

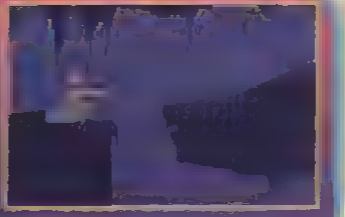
CHAYKIN ALL OVER

Traversing the various screens isn't just a case of getting from one side to the other. More often than not our indefatigable scientist hero has to initiate some kind of reaction before charging away in the opposite direction, in order to get to where he needs to go. Keep an eye out for anything that looks susceptible to the blast of a laser and make a note of locations in relation to others in order to solve at least one of the many brain teasers.

▲ Shoot [illegible] real



▲ Quickly! Turn and run you fool! Now!



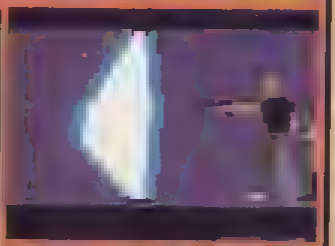
▲ Phew! Just made it!

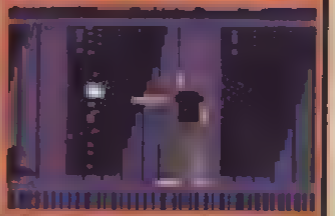
Another world has many gruelling [illegible] sequence brought production here to a standstill with its convincing cinematic style and dramatic musical accompaniment. Upon starting the game I found even more reasons to convince me that Another World was not going to be a disappointment. Although challenging the task ahead is seldom frustrating (Well, I ended up going "Aaagh" quite a lot, but more at myself than at the actual game). Though being returned to the beginning of a section at every mistake is a bit of a headache. Most of the situations Lester encounters are taxing to say the least, but always reward patience. It's difficult to compare the game to any others because it is so different to anything seen before. But, as the first of its kind, it's going to be difficult to surpass. No aspect of the game is overworked. Every section requires thought, and the answers to Lester's problems are invariably the least expected. Of course all of this would be wasted if it were represented by poor graphics and sound, but this couldn't be further from the truth. Another World has a very distinctive graphical style that works well with the nature of the game. The animation of the 'cast' is very convincing and it is supported well by the clear sampled sound effects and atmospheric music. Perhaps the only fault is that Lester's quest is strictly structured and once completed there is nothing more to see. However, just like a classic film, the game is worth playing through just to appreciate everything over again. Console owners have never had the opportunity to own the likes of this before. Now that they can, they most definitely should.

REVIEW

GUNNING FOR COVER

The gun that Lester discovers is a really neat piece of kit. Not only does it waste anyone and anything you care to aim at, but it's also capable of creating a protective barrier. Keeping Lester's finger on the trigger charges the gun with a blast powerful enough to break down walls and shatter rock. Lester needs to make careful use of all these facilities if he's to succeed.





High-power photons in action!

COMMENT

The graphics and animation really have to be seen to be believed here. Fantastic cut scenes and superb attention to detail give this game a real film-like quality. It's enjoyable [illegible] to somewhere good, created by the stunning visuals being enhanced by simple, but effective sound and thoroughly rewarding gameplay. It does have a couple, irritating [illegible] that let you constantly get trapped [illegible] the excitement of the game somehow, your lives [illegible] and [illegible] you stumble upon the right answer. Once you've done that there's no real point in going back to it since there is never more than one way of doing things and it all becomes a matter of [illegible] Another World is definitely a unique, and [illegible] original product, that it's worth [illegible] I'd have a [illegible] buying because while [illegible] player will doubtless [illegible] its fabulous looks, those who like gameplay with plenty of freedom might find the action a little too restricted.

PRESENTATION 96

▲ The presentation screens are real jaw-droppers. Impressive, effectively animated and directed [illegible]

▼ No options to [illegible]

GRAPHICS 92

▲ Very stylish and atmospheric. The animation of Lester and his adversaries is [illegible] and the [illegible] are extremely [illegible]

SOUND 90

▲ The soundtrack [illegible] well-composed and also [illegible] with dramatic, dedicated [illegible] to key events. Commendable [illegible] in the game.

PLAYABILITY 92

▲ Lester is easy to control and his quest is very compelling.

▼ There is little freedom of movement as [illegible] which [illegible] to achieve his goals.

LASTABILITY 83

▲ Another World is tough, then takes quite a while to master.

▼ Once finished, that's it, and there's little temptation to go back and play it some more.

OVERALL 87

A breath of fresh air in an often all-too-predictable market that should appeal to everyone. Definitely check it out – it really is one of those games that MUST be seen.

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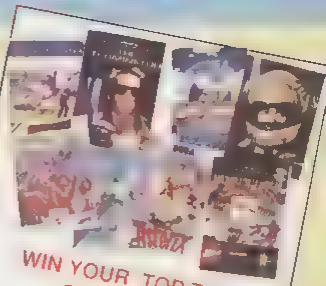

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REVIEW

1 PLAYERS

PRICE £TBA

BY DOMARK

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: TIME LIMIT
SKILL LEVELS: 1
RESPONSIVENESS: SKILL
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
THREE LEVELS

Prince of Persia is a conversion of the popular platform game first released on the Amiga, ST and PC.

HOW TO PLAY

Solve puzzles and set up evil Persians as you patrol the platform landscape in search of the chained maiden.

PRINCE O

The poor old Sultan of Persia must feel like a complete prat at the moment. His great plan was to boost public support for his policies by declaring war on the infidels, leaving Grand Vizier Jaffar behind to look after home policy. But what a mistake that turned out to be! Jaffar has seized control of the country and is forcing the Sultan's daughter to marry him to give him a claim to the throne! Arrgh!

However, the traitorous Jaffar fails to take into account the fury of the captive maiden's boyfriend, who sets out to infiltrate the perverted politician's palace and rescue the princess. It's down to you to slip into the unfashionable Persian footwear of this lad and use your platform and swordfighting skills to work your way through the castle! Only by defeating Jaffar in a one-on-one battle to the death do you stand a chance of saving your true love from a fate worse than death!

MEGA GAME

SCRAP! SCRAP! SCRAP!

Your sword swinging skills come down to mastering two simple moves – the thrust and the parry. The thrust is used to take energy off your opponent (symbolised by a series of potions on the bottom of the screen). You can deflect blows by parrying, but if you muck up your timing it's curtains!

Can you hear the sound of a thousand leaping Princes?

SUMMARY

JAZ

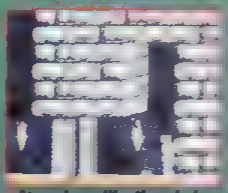
Superb graphics and animation, plenty of depth and highly addictive gameplay make Prince of Persia the game that's cost me a fortune in batteries. It's simply brilliant, with enough challenge to test the mettle of even the most experienced Game Gear owners

OF PERSIA

Dighh uyuy luyhi ikjhh lojo gu iuiom oujo oujopm jokijo o

PLETHORA OF PRINCES

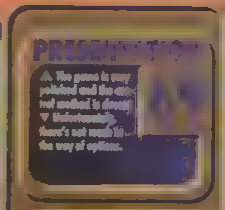
Prince of Persia is one of the most converted games ever with versions appearing on the Mega CD Super NES NES Megadrive Master System ST PC Amiga Amstrad CPC Game Boy and Sharp X68000 as well as this Game Gear version Fans might like to know that Jordan Mechner (the game's creator) is currently programming Prince of Persia II although this will appear on the PC way before any console versions

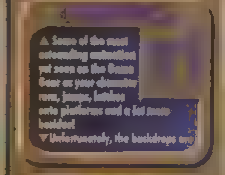


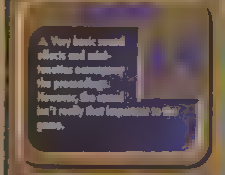
Leap, leap like the wind valiant young Prince...

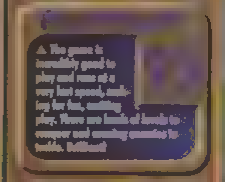
RICH

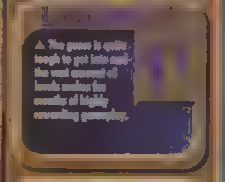
Prince of Persia is a completely brilliant Master System title and this Game Gear conversion is virtually the same! All of the brilliant graphics and animation have made it into the portable game, along with the decent, highly addictive gameplay that has made each version of the game a classic. For hours of superb, involving play, Prince of Persia is a must.

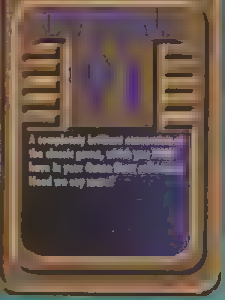

PRESEN
⚠ The game is very polished and the options are well worked in design
✓ Unfortunately, there's not much in the way of options.


⚠ Some of the most astounding animation yet seen on the Game Gear as your character runs, jumps, ladders onto platforms and a lot more besides!
✓ Unfortunately, the backdrops are


⚠ Very basic sound effects and some tremendous tunes during the presentation! However, the sound isn't really that important to the game.


⚠ The game is incredibly good to play and runs at a very fast speed, making for fast, exciting play. There are loads of levels to conquer and stunning enemies to battle. Brilliant!





REVIEW

1 PLAYER

PRICE: £TBA

BY: DOMARK

RELEASE: OUT NOW

OPTIONS

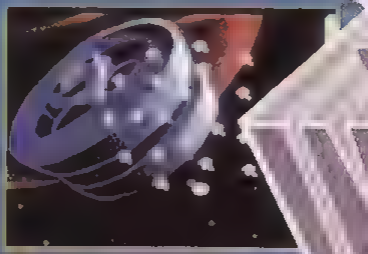
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVESS: SKILL
GAME DIFFICULTY: MEDIUM

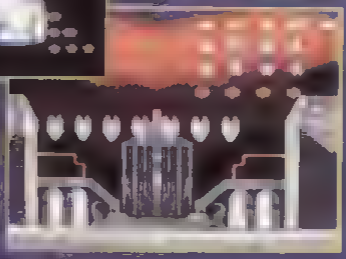
DISTRIBUTOR

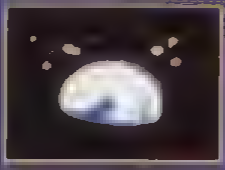
This game is a cut-up version of the follow-up to one of the most successful video games to [illegible]
— Space Invaders

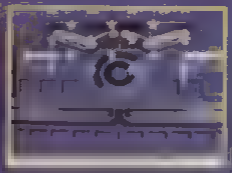
Shoot up waves of marauding invaders, collect extra weapons, save extra lives and [illegible]

SUP SPA WADE









◀ Blighk eyey leyld lighk lojo gu luism oujo oujoym jeiujo e

COMMENT

JAZ

Really good blasts are in short supply on the Game Gear, so the fact that Super Space Invaders is a) a jolly decent blast, b) is tough enough to keep shoot 'em up fans happy for weeks and c) has great graphics and sounds is more than enough for me to recommend that you rush out and buy it.

ER
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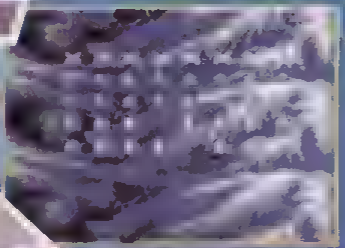
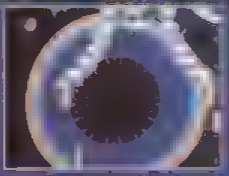
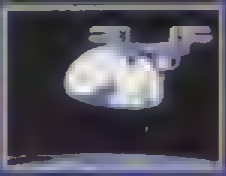
IRS



CATTLE MUTILATION TOMFOOLERY

Well-read UFOlogists may have heard about the bizarre cattle mutilations apparently carried out by extra terrestrial beings. This manifests itself in the game where you have to destroy flying saucers bent on abducting a herd of cows! Blow them away before your bovine chums are kidnapped for a nice bonus.

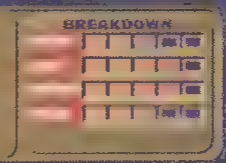




COMMENT

RICH

I know that the concept is literally decades old, but I still found Super Space Invaders enormous fun. It's virtually the same as the fabulous Master System version, packing in hours of simple, yet highly addictive fun. Although there's not much variety in the gameplay, you'll keep coming back to Super Space Invaders simply because it's an excellent, fun blast — a worthy purchase.



PRESENT

▼ There isn't much in the way of options on offer, but the game itself is very professional and polished — well it would be, wouldn't it, eh?

G

▲ A credit to the Game Gear, Super Space Invaders manages to cram in just about every graphical touch of the arcade original! Both backdrops and sprites are brilliantly reproduced!

S

▲ Although the sound isn't brilliant, your ears are assailed by a barrage of effective blasting effects and explosion noises. Definitely one to annoy the people around you with!

P

▲ The Game Gear is lacking a decent range of shoot 'em ups, but Super Space Invaders more than fits the bill with addictive blasting action that hooks you to the Gear immediately!

L

▲ Although the action is fairly limited, it's incredibly addictive and getting through all of the different levels is a very satisfying task. There are months of play in this!

O

Although the concept might be decades old, Super Space Invaders is still a highly satisfying blast, packing in brilliant arcade action and a serious challenge. One to add to the Gear collection.

LOOKBACK

Back in time we go. W-a-a-a-y back to a time when MEAN MACHINES Issue 4 was the hottest new thing on the news shelves and the Sega Megadrive had only just been released. Jaz and Rich do the time warp again and take a look at what we reviewed back then and see how those games look in this modern day and age.

HARD DRIVIN'

MACHINE MEGADRIVE
BY TENGEN

Drive around two tracks in glorious 3D-a vision. Hard Driv n' is supposed to be an accurate sim ulation of driving a high performance sports car

WHAT WE SAID THEN

JAZ Once you ve mastered the tracks and beaten the Phantom Photon (which doesn t take a vast amount of practi ce) t all gets rather dull and po ntless
MATT Megadr ve games are expensive so if you want to play Hard Driv n , go to the arcades and spend a few ten pees - you'll get better value for money

PRESENTATION 83%
An impressive options screen and good in game presentation

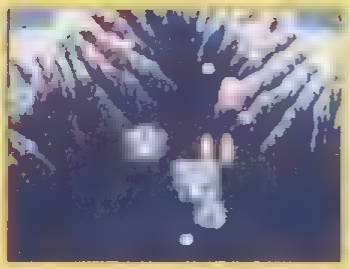
GRAPHICS 84%
Fast and effective 3D, although some of the colours are rather drab

SOUND 47%
Weak engine and skidding noises and an actually feeble title screen tune which should have been a lot better

PLAYABILITY 81%
Great controls and straightforward gameplay make this very easy to get into - almost too easy

LASTABILITY 39%
Although it s fun at first, once you've beaten the Photon and mastered the tracks the lack of variety results in boredom.

OVERALL 51%
The lack of decent sound, variety and long term challenge ruin an otherwise



BATTLE SQUADRON

MACHINE: MEGADRIVE
BY: EA

A conversion of the Amiga original, Battle Squadron astounded us all with it's unoriginitality. Just scroll up the screen blasting the hell out of everything!

WHAT WE SAID THEN

JAZ: Sporting some stunning graphics, this is one of the most attractive Megadrive blasters around not just a pretty face either. It's tough too, especially when you play it on the single player option. **MATT** Battle Squadron is a very addictive game with excellent graphics. I just wish that the potential of the game had been fully realised

PRESENTATION
The game is very well presented with plenty of options. Nice presentation screens as well.

GRAPHICS
Amiga variety in all the backdrops and sprites.

SOUND
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY
Plenty of easy decent shoot 'em up thrills to offer, shame about the extra weapons though.

LASTABILITY
Two player option keeps the challenge high, and on the single player mode there's a long term challenge.

OVERALL
A tough and addictive vertical scroller which could have done with some better power-up weapons. Recommended to hardened blasting freaks.

MOONWALKER

MACHINE: MEGADRIVE
BY: SEGA

PRESENTATION
Nice intro screens between levels, but little else.

GRAPHICS
Life-like Jackson sprite, but not much variety in the enemy sprites.

SOUND
Close Sega reproductions of Jackson hits but accompanied by smashing effects.

PLAYABILITY
Repetitive gameplay that somehow remains quite addictive.

LASTABILITY
Moonwalker's appeal wears off after a couple of weeks.

OVERALL
An accomplished Jackson licence begging for a more varied game design.

Join Jacko as he time-warps back a couple of years to the age when he wore gangster suits and took to "moonwalking" a lot. This game attempted to capture his antics on silicon as he saved the kids from the ruthless Mr Big. Aieee!

WHAT WE SAID THEN

JAZ Moonwalker isn't a particularly tough game and good players might find themselves completing it all too quickly. And even though there's plenty of fun to be had doing it, that might not be enough for some.
MATT When Moonwalker first came into the office, it proved to be extremely popular — for sheer comedy value alone.

GAIN GROUND

MACHINE MASTER SYSTEM
BY SEGA

PRESENTATION 81%
A rather dull intro sets the flavour of the rest of the game

GRAPHICS 77%
Although the sprites are quite detailed, the lack of animation and variety renders them dull and uninspiring

SOUND 69%
Simple and bland spot effects maintain the lack of thrills in this game

PLAYABILITY 71%
The play is interesting at first, but after as few sessions it all becomes rather monotonous

LASTABILITY 67%
Fifty screens might seem a lot, but when they're all basically very similar, lasting appeal is limited.

OVERALL 62%
A good game in principal marred by the complete lack of challenge and excitement.

Kind of like Gauntlet without the scrolling, Gain Ground stunned us all with its yawn-inducing gameplay and pathetic graphics and sound.

WHAT WE SAID THEN

JAZ. If you're after a fun shoot 'em up involving people against baddies try out Gauntlet, it's miles better than this
MATT A good idea has been lost in dreary, aimless play that constantly fails to grab the mag not on I thought that the game would improve as it got more difficult but no luck there

MICKEY MOUSE: CASTLE OF ILLUSION

MACHINE· MASTER SYSTEM
BY: SEGA

PRESENTATION 92%
The intro sequence describing Mickey's abduction is superb - as is the rest of the presentation

GRAPHICS 97%
Large clear sprites hilarious images and stunning multi-level parallax scrolling incredible

SOUND 89%
The superb music fits the game perfectly, and the spot effects are great

PLAYABILITY 90%
As with the Mario games, playability is paramount the collision detection is perfect, and the game never annoys!

LASTABILITY 87%
The difficulty level helps in prolong the enjoyment, but is never too tough. And there are plenty of secrets to uncover

OVERALL 95%
Easily the best platform game on the Megadrive - Mickey Mouse represents fun, fun, fun to the Nth degree.

Join Mickey Mouse as he legs it around platform environments, collecting special crystal and doing battle against the minions of Mizrabel!

WHAT WE SAID THEN

JAZ Not only are the sprites excellent, the backgrounds are also superb, with bright and colourful cartoon-style landscapes Mickey Mouse is the best Sega game seen in a long time - make it a priority purchase
MATT For graphical variety, addictive nature and brilliance of gameplay, Mickey Mouse is the best Sega release for a long while. Buy it now!

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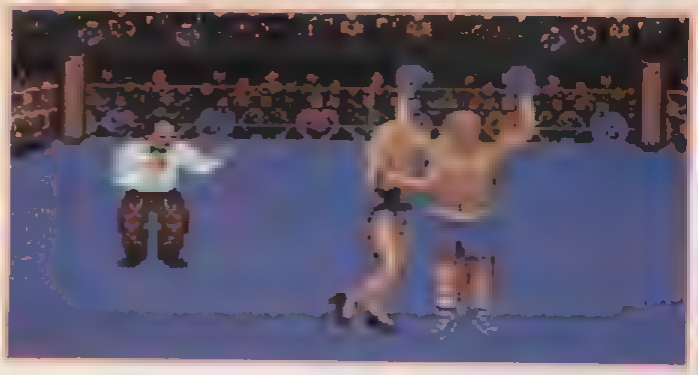
PREVIEWS

Okay, what joker super-glued the flaming gloves together?

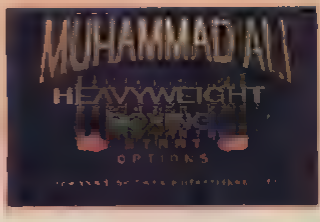
MUHAMMED ALI BOX

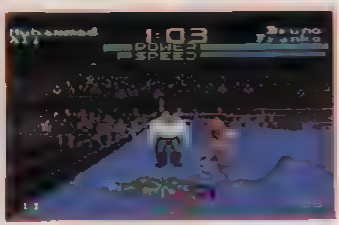


PREVIEW

Ooh! The roar of the crowd, the thrill of the fight. Chase me honey, chase me!

ING





▲ *So he really does wear his gloves to bed!*

In the red corner we have Muhammed Ali on the Megadrive. In the blue corner, there's a whole load of bad asses waiting to kick his butt and in the corner of the ref's pocket is a rather snotty hanky we'd rather not talk about.

Yes folks, Cassius Clay better known as the one and only Muhammed Ali has scored his own game — Muhammad Ali Heavyweight Boxing punching its way onto the Megadrive courtesy of Virgin Games.

Floating like a butterfly (but hopefully living a little longer) and stinging like a bee pack those punches against a string of man mountains such as Bruno Franko (pun totally intended, we're sure).

Out in April, the game features a 360 degree revolving ring so you can see the action from any angle while still battering the hell out of your opponent — wherever he may be— in a corner.

There's tournament or exhibition mode, arcade or simulation, digitised sound and adjustable round lengths. For a boxing game it's all looking pretty smart but we'll bring you a full run down in a future issue of this faultless article.

PREVIEW

SUPER KICK OFF

At long last, just when everyone had given up on the hope of a halfway decent footy game for the Megadrive, Super Kick Off has finally arrived. Programmed by the same team that produced the ever-popular Amiga version, this has a few new features that set it apart from other conversions. So come closer, friend, as we step into the mystifying world of Super Kick Off...

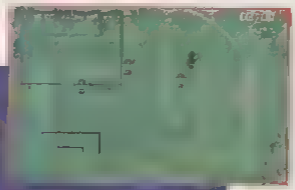
The game itself hasn't really been changed much from the Amiga version, except for being made much faster. Thankfully though, there's a variable speed option to allow you to Taylor (ha ha) the pace to your fancy. So far, the graphics are looking pretty excellent, with the player sprites being detailed and smoothly animated. The pitch itself is also quite detailed, although being a stationary patch of turf, animation doesn't really come into it.

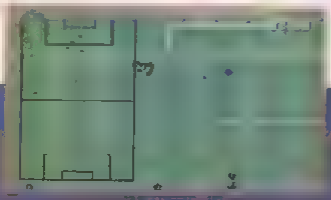
All in all, Super Kick Off looks like it's set to be a real winner, and just the thing Megadrive-owning footy fans have been waiting all these months after suffering all those disappointments like Tecmo World Cup. For the full in-depth EXCLUSIVE review of the finished cart, watch out for next month's mighty MEAN MACHINES.

TWO-PLAYER ACTION

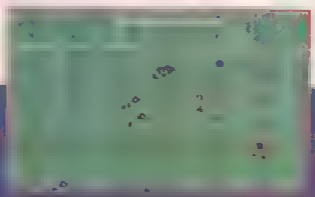
The fr... plete... the fe... new o... impor... are fe... Amig...

...your standard formation from a list of about ten but you're also able to choose the tactics of individual players over a variety of play situations!





Where the hell's the keeper!



Head the ball, head the ball you fool!

Half-time tactics on the full-sized pitch.

FRONT END SHENANIGANS

the game
two players to
on
option
a
teams
objec
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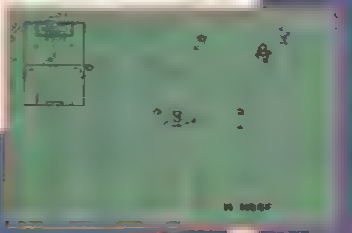
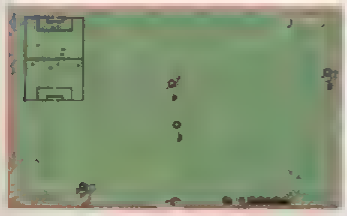
pute

The ref makes a timely appearance

Options, get your lovely options...

Can you hear the sound of a thousand throw-ins being taken in hell!!!





Lovely coloured strip, oh readers!

CONSOLE COMPARISON

System version of Super Kick Off was given
In this very interesting and exciting
sport
obvious
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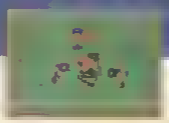
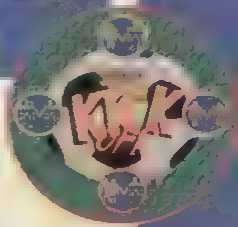
more



The red shirts are a-coming!



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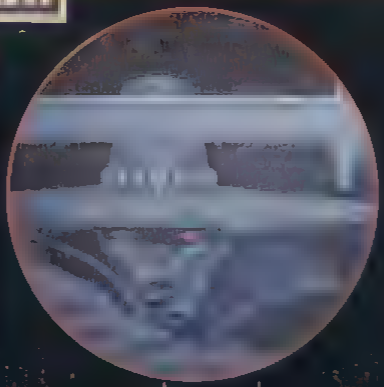
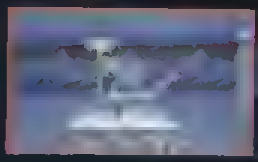
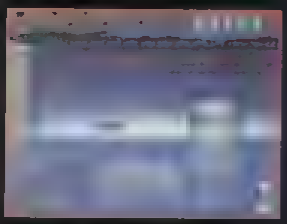




CHAKAN

THE FOREEVER MAN

A



▲ Bathing time for Chaki-poos!

▲ If anyone can, Chakan can!

▲ Normal life is dead boring at times.

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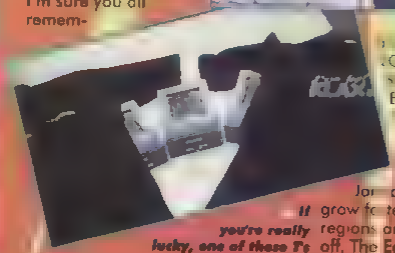
You name it, they've got it and if they ain't there not worth having anyway. Miss out on this opportunity to be seen for sound in the best possible taste and you've got to be a very sad specimen indeed. I'm sure you all remember the game. Princess gets kidnapped by the evil Jaffer (some kind of orange fetishist?!), boyfriend gets locked up, escapes from prison, rescues girl, loads of sloppy kisses all round. Anyone with a Master System who likes platforms will surely have it in their collection by now anyway you a be a mug not to!

Quite what the connection is between walkmans and the game completely eludes us, but then the alternative would have been a holiday for two in Iran which certainly wouldn't be much cop.

Anyway, to get your grasping mitts on these little yums, all you have to do is answer the three really really hard questions below. Stick your answers on a postcard and wing them in to: I LOOK GREAT IN POINTY SLIPPERS AND SILK DRESSES, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Entries in by January 31 or you may just grow festering sores in your nether regions and your arms might fall off. The Editor's decision is final because he's hard.



If you're really lucky, one of these T's could be yours too!

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DOMARK

1. Name three console formats Prince of Persia has appeared on.

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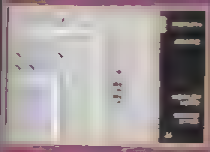

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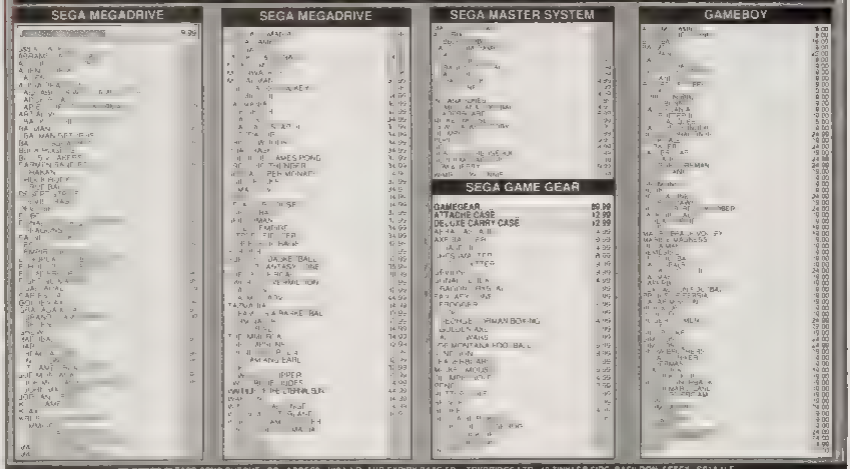

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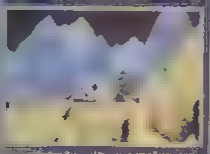

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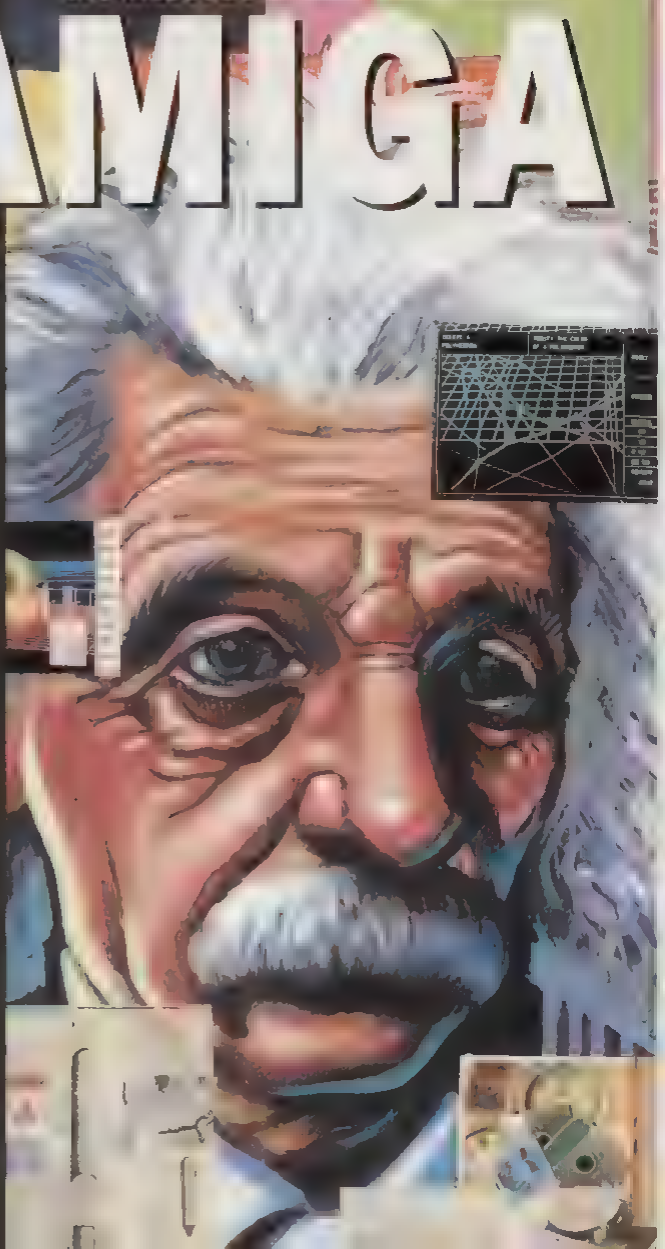

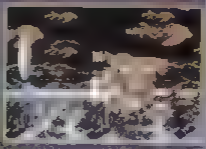

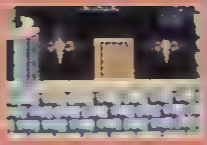

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You'll find all the latest and greatest games fully reviewed, including Captain America and the Avengers and Chakan: The Forever Man!

Look out for the EXCLUSIVE review of Super Kick Off — the definitive soccer sim for the Megadrive!

We'll have the hottest previews and all the regular features you love so much.

The YOB is back, dispensing more of his wit and wisdom to a foolish, uncomprehending world!

Jazza's Q+A trousers are tested to their limits as he answers more of your probing questions!

Rich and Jaz re-review the Sega games covered in issue five of MEAN MACHINES!

There are even more mega tips, guiding or cheating you through all the mega Sega games!

What's more, we'll have the MEAN MACHINES SEGA COMPLETE REVIEW GUIDE VOLUME II: M-Z! Another MASSIVE collection of full reviews culled from the pages of MEAN MACHINES and packed into an enormous 256 paperback book!

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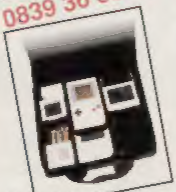

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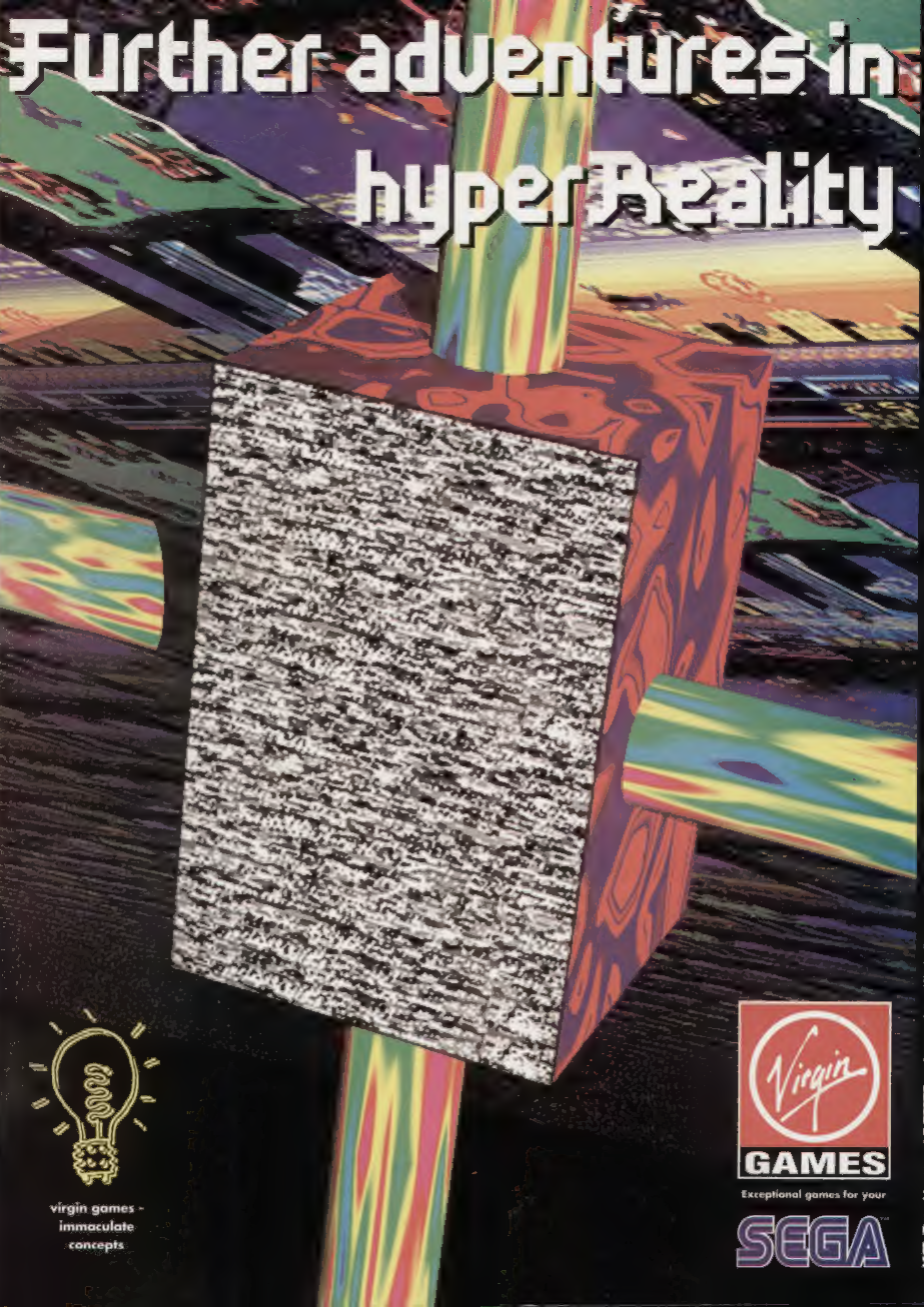

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